
September, 1984
75p
Personal Computer
GAMES
The magazine that names the top micro games
300 NEW HIT GAMES TO WIN
Beaky, Pharaoh's Curse, Quo Vadis
How YOU can become the MEANEST player in town
(and win this £300 medal!)
CBM 64
Game of the Month exclusive. A new era dawns in arcade-adventures
SPECTRUM
Four PCG hits! Plus tips on Trashman & details of an Imagine mega-game
VIC 20
Oh mummy! It's the whackiest platform game yet
BBC
Quasimodo! We've a hunch you'll like this program listing
Which micro's hottest on games? (Turn to p91 and you'll get steamed up too)

KOKOTONI WILF

'Kokotoni Wilf is an arcade adventure whose undisguised intention is to steal the title of "best arcade adventure program bar none" from Jet Set Willy'.

As Kokotoni Wilf you must recover all the pieces of the legendary Dragon Amulet (which has been scattered throughout time) for your master the great magician, Ulrich.

Throughout the quest Wilf comes up against many dangers from huge lumbering prehistoric dinosaurs, to hostile alien robots, but the reward for recovering all the pieces warrants the risk.

The 48K program features a number of major advances over Jet Set Willy. The games designer, Elite, stresses that each of the games 60 plus screen settings is genuinely high resolution, as opposed to psuedo hi-res, and doesn't require a title to explain what you're looking at. Furthermore, the sprite characters are of cartoon quality and exhibit their own personalities.

Impressive claims. Jet Set Willy fans will no doubt feel both sceptical and intrigued . . . . . .

Watch this space!

48K Spectrum and Commodore 64
available Sat. 15th September.

elite

TITLE SCREEN

PERSONAL COMPUTER GAMES

SEPTEMBER 1984

JONES 2 HUNCHBACK 3 JE

F DOOM

AT THE OLYMPICS
NOW SHOWING
ON YOUR
48k SPECTRUM AND
COMMODORE 64

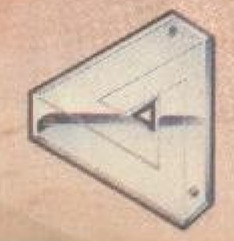
W
ON 48k
A
POPUL
COMM

MM

ASTRONUT

The Perils of Willy

Jet Set Willy



SOFTWARE PROJECTS

Bear Brand Complex, Allerton Road, Woolton, Liverpool, Me
Available from selected branches of W.H. Smith, Boots, John

T SET
LLY
k SPECTRUM
ND BY
AR DEMAND
MODORE 64

4 The World Premiere of
ASTRONUT
NOW APPEARING ON
YOUR 48k SPECTRUM

5 PERILS OF WILLY
MINER WILLY'S
FIRST SHOWING
ON THE
VIC 20 PLUS 16k





AVAILABLE FOR
ZX SPECTRUM 48K
TO BE CREATED FOR
COMMODORE 64
ORIC 1.48K ATMOS
BBC MODEL B
ELECTRON
AND OTHERS
£7·95
Following in the tradition of superb adaptations of the H. G. Wells classic: CRL in association with ORP proudly presents to the world of home computing the strategic arcade adventure 'The War of The Worlds'. Based on Jeff Wayne's internationally successful double album.
PRODUCED BY CRL

Ever bought a game that's not as good as its box?

Everybody has seen the home computer game packs that sparkle with imaginative colour and graphics, and lure buyers into the store.

Sadly, some who have bought have found that the game sparkled less than the box. For, as more and more companies jump on the home computer bandwagon, it becomes ever more likely that most of the imagination and excitement is concentrated in the pack. Instead of playing a fast game, you lose a fast buck. Or, more likely, several.

Yet games have become increasingly sophisticated. Scenarios are more varied, levels of play have been increased, and high resolution colour graphics capabilities are being used together with dramatically improved sound effects. The trick is to know which games are as good on screen as they are on the pack.

Relax. Help is at hand. Logic 3, publishers of the most effective self pacing programming tutorials, have selected The Best Games for Britain's top home computers.

So buy only the best. Send today for your free copy of The Best Games from Logic 3, and learn how you could save £2.00 when you buy your next computer game. If you're a dealer, we won't hold it against you — trade enquiries are welcome.

Do it. Now.

Send the coupon.
Have a good game without being had.

Please rush me my free copy of The Best Games. I already have/am thinking of getting a ____________ home computer.

Name ____________

Address ____________

____

____

County ____________ Postcode ____________

PCG 9 84



LOGIC 3

— THE KEY TO THE WORLD OF TOMORROW.

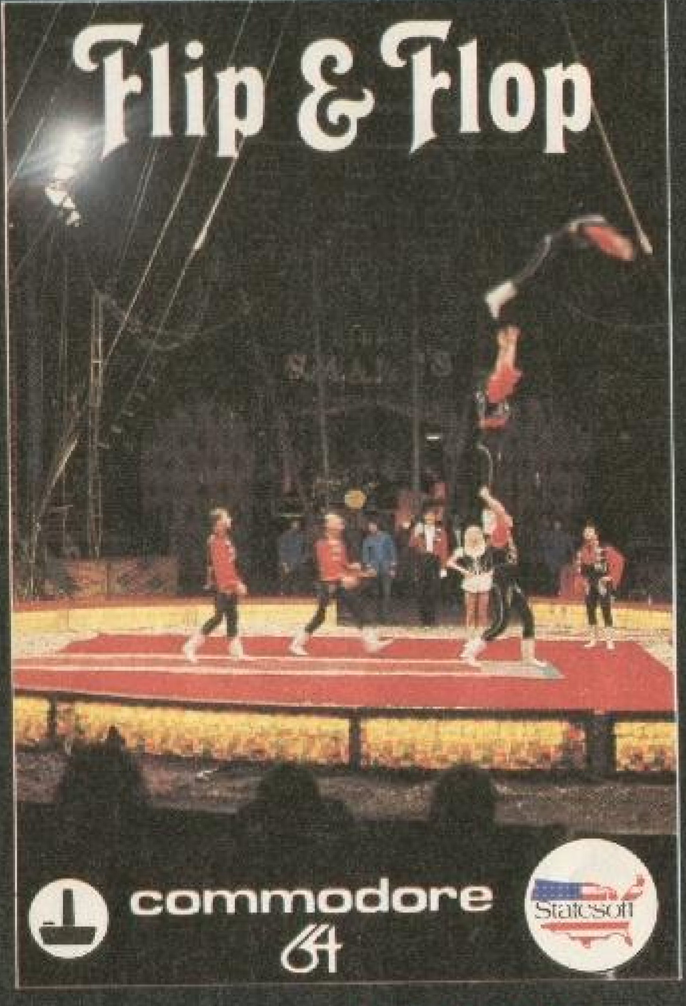
Logic 3 Ltd, Mountbatten House, Victoria Street, Windsor SL4 1HE



AMERICAN

Big, Bold and Beautiful...





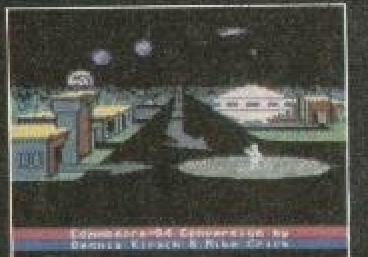
34 SCREENS

3D Graphics and Cartoon Animation

Most Innovative Software, 1983
Software Showcase, Chicago, USA

Computer Game of the Month
The Whiz Kid, Dealerscope Magazine, USA

Science Fiction/Fantasy Game of the Year, 1984
Electronic Games Magazine, USA



36 SCREENS

3-D FLIP AND FLOP, join Flip the Kangaroo and Mitch the Monkey in their escape from the zoo of the future to join their friends back at the circus. Great animations, 36 levels of play, 13 different game screens, fully orchestrated music, 1 or 2 player option and more and more .... Guaranteed to make you Flip!

Cassette £8·95
Disk £10·95



Really Something Else



State soft in association with 'First Star' N.York, USA

STATE SOFT LIMITED,
BUSINESS AND TECHNOLOGY CENTRE,
BESSEMER DRIVE,
STEVENAGE, HERTS. TEL: 0438 316561

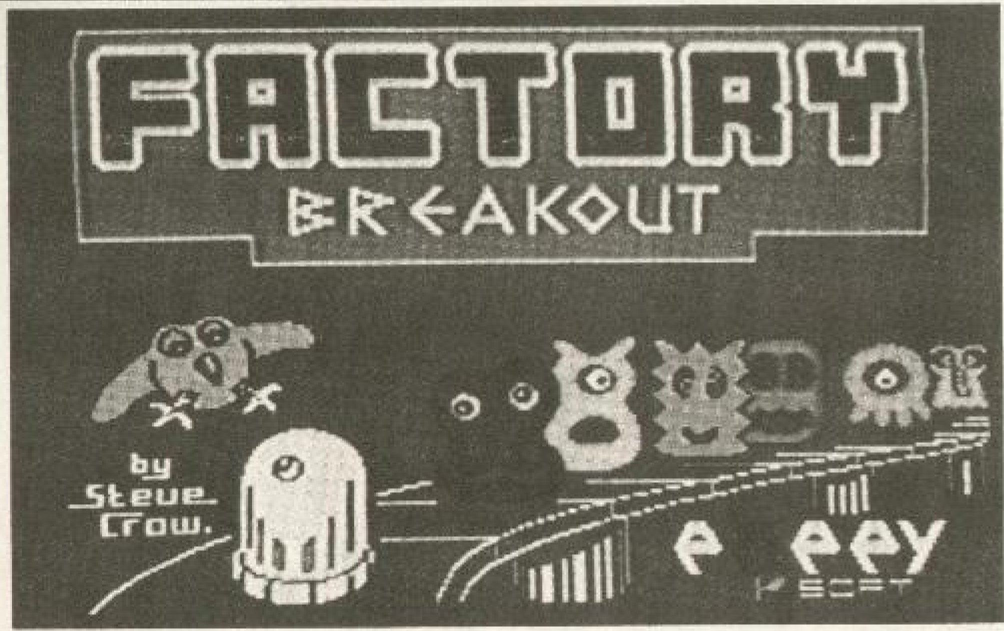
I wish to pay by cash/cheque/Postal Order/Access.
To ACCESS:-
I authorise you to debit my Access Account with the amount of £ ____
My ACCESS No. is ____

Name (as on Access card) ....
Cardholder's address ....
....
Signature ....

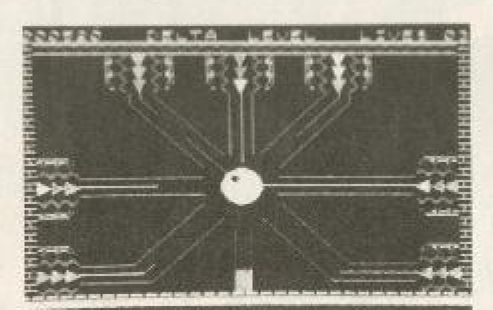


For the 48K ZX Spectrum

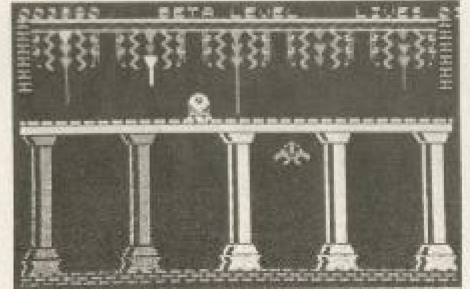
BRINGS YOU INTO THE ACTION WITH



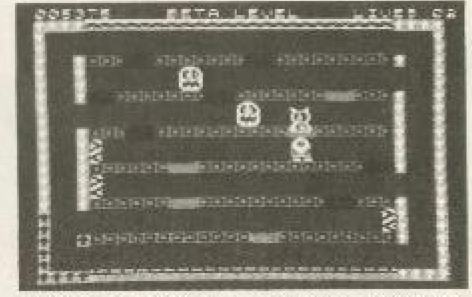
FACTORY BREAKOUT – For the 48K ZX Spectrum. Help Zirky escape from the factory that's gone haywire. Three screens of thrilling arcade action. 100% machine code, super smooth animated graphics and amazing sound.



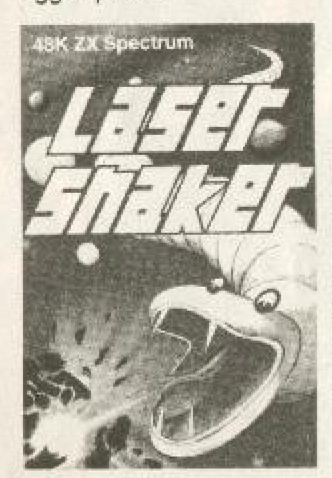
Zap the micron rays to hatch out of the egg capsule.



Dash across the conveyor belts on the reject line – don't let the killer canary catch you!



Battle against the many weird monsters in the lift room.



LASER SNAKER

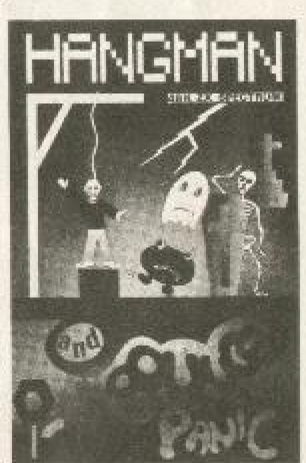
for the 48K ZX Spectrum

Gobble the eggs in the plantation. Zap the aggranoids and vicious viproids to fight your way to the centre of the four mazes.

HANGMAN and BOUNCE PANIC

for the 48K ZX Spectrum

Two great games for the price of one! Graphical hangman is excellent for young children plus Bounce Panic – a great arcade game.



£5.50 **each including VAT and Postage**

SPECIAL OFFER ANY 2 FOR £7.95 OR ALL 3 FOR ONLY £9.95!

AVAILABLE AT LEADING SOFTWARE STORES
DISTRIBUTED BY LIGHTNING RECORDS

POPPY SOFT The Close, Common Road, Headley, Newbury, Berkshire.

POST NOW TO: **POPPY SOFT, The Close, Common Road, Headley, Newbury, Berkshire.**

Please send me

☐ **FACTORY BREAKOUT** ☐ **LASER SNAKER**
☐ **HANGMAN and BOUNCE PANIC** **@ £5.50 each**

I enclose a cheque/P.O. payable to: POPPY SOFT

for £.............................. Signature ....

or debit my Access No. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Name ....

Address ....

....

.... Post Code..............................

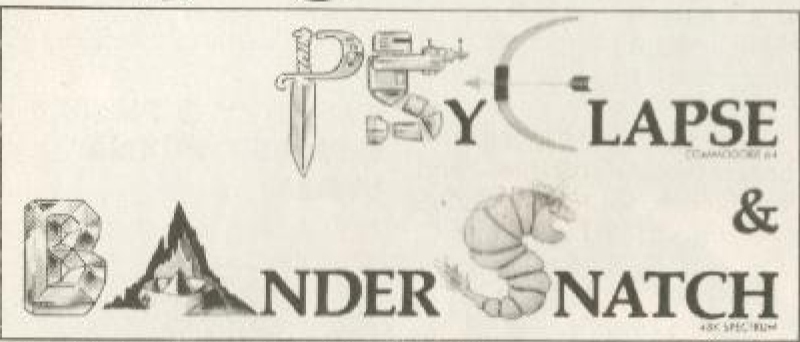
THE GREAT SPACE



RACE

MOVI SOFT 2

Secrets of the Imagine mega-games



Bandersnatch hype: Imagine ads before the crash.

Imagine, the flamboyant Liverpool software house, have gone bust with debts of about £500,000. But one of the company's heavily hyped 'mega-games', *Bandersnatch* for the Spectrum, could still see the light of day.

Two Imagine directors, Mark Butler and Dave Lawson, have set up a new company, Finchspeed, and are hoping it will be able to produce the game – but this depends on whether the transfer is judged to be legal.

The Commodore 64 game *Psyclapse* has effectively been shelved – sources say that programmer Eugene Evans made little significant headway in its development. But most of the team programming *Bandersnatch* are still together, and the game is described as '90 per cent complete'. PCG can now reveal details of *Bandersnatch* which the former Imagine staff believe could earn several million pounds.

The main new feature of the game is a form of artificial intelligence which Imagine programmers were secretly developing. Its purpose is to allow the game's different characters to interact with each other in a far more intricate way than has yet been done. Thus as you move around the game's different locations you come across characters holding conversations, their words being depicted in cartoon-like speech bubbles.

The action takes place on a distant planet, and you control a character called Vel who is one quarter of the screen in height. His movement is carefully animated using eight different frames as he walks and crouches.

Amongst the many stages to get through is the Mine Level – a stage featuring a worm which eats banana skins. The worm is half a screen in length and each section is fully animated. Other stages include the Engineer Level and the Shopping Level. You move from level to level on a lift.

What's the actual idea of the game? Our sources are more obscure on this point. One said it was avoiding the hazards of daily life on another planet. The hazards include various spectacular monsters.

To hold the vast size of the program, Imagine planned originally to sell it with a 64K ROM chip – more than doubling the 48K Spectrum's memory. This would have cost a fortune, and negotiations are now rumoured to be underway with Sinclair to put the game out on Microdrive.

Imagine's crash has left 50 people without a job, and spells the end of an era. Extravagant claims, brashness and high-living are, it would appear, no longer enough to succeed in the micro games industry.

Rabbit go under

Rabbit Software have joined the long list of software companies that have gone into liquidation.

The Harrow company, run by Heather Lamont, is rumoured to have debts of £1 million and called in a liquidator in July to wrap up the company's affairs.

Rabbit had recently reported a break-in in which stocks and equipment were stolen. It is not known yet what will happen to the software titles of the firm.

Valhalla follow-up

Legend, producers of *Valhalla*, Game of the Year 1984, are about to launch their new block-buster.

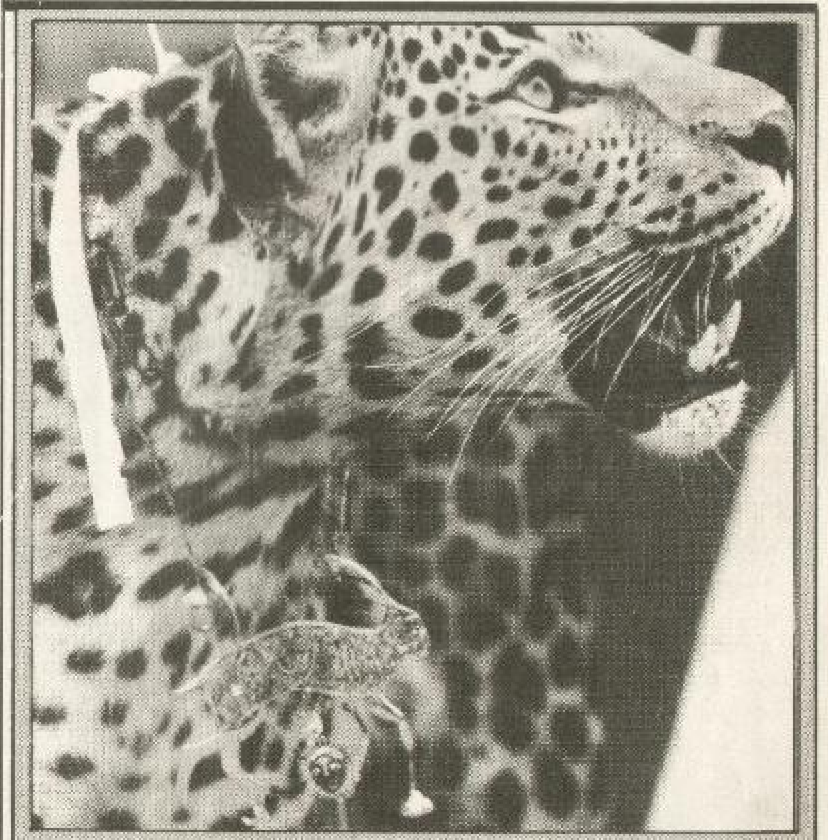
Called *The Great Space Race*, the game cost £1¼ million to develop and is described by Legend's John Peel as 'a spectacular futuristic romp'. It will be released simultaneously for the Commodore 64 and the Spectrum around the end of September and will fall into the sub-£15.00 price bracket, although an exact price has yet to be fixed.

The object of the game is to win The Great Space Race in competition with other characters whose actions are controlled by the computer. The program boasts sophisticated animated 3D graphics using a system which Legend call Movisoft 2. 'It's closer to Star Wars than anything that's been seen so far,' claim the company. A 'camera director module' in the software selects viewing angles and the image is displayed on a 'cinemascope' window spread across the screen.

In addition to 3D space scenes, other characters will appear in head and shoulder shots, with full facial animation including moving eyes and lips. Characters' facial expressions will reflect their feelings.

The graphics draw instantly and include a number of special effects including screen dissolves and wipes. The display is divided horizontally into three windows; a status/options panel, the 'cinemascope' screen, and a scrolling text window.

Options presented to the player are selected by single key presses. 'We wanted to get the best elements of both arcade and adventure games,' said John Peel, 'and we decided to go for a shorter game cycle so you can get the "must-have-another-go syndrome," plus all the richness of adventures. Once again, we intend to get the Game of the Year Award in 1985.'



Haresoft were taking no chances at the BBC Show in Alexandra Palace with the £30,000 prize for their new game, *Hareraiser*.

The game was launched at the BBC Micro Users Exhibition, where the golden hare – originally featured in Kit William's book *Masquerade* – arrived draped round the neck of a jaguar wildcat.

To win the hare, or its value of £30,000 in cash, you must solve two puzzles. The first program, *Hareraiser Prelude*, is available now at £8.95 for the BBC, Vic 20, Oric Atmos, Dragon 32 & 64, Commodore 64, Spectrum 48K, Amstrad and Electron computers.

New machines arrive



The MSX newcomers – software compatible micros from Sony, Mitsubishi, JVC, Hitachi, Toshiba, Canon and Sanyo

New machines and new games to play on them are about to swamp the market as hardware manufacturers compete for a slice of the Christmas market.

8 MSX machines are being launched this month. The Toshiba, JVC, Sony, Mitsubishi, Sanyo, Canon, Hitachi and Teleton computers all have the same operating system and can run the same tapes and cartridges.

They will retail at between £250 and £300 and software should be available at £5 to £10. The MSX standard means more games for each machine, and more stability to enable software houses to spend time and money on developing good programs.

This has sent many companies hurrying to convert their games. Quicksilva, Ocean, CDS, Salamander, Anirog, Artic, Activision, PSS, Hewson Consultants and others are all at work on MSX programs. New original software is also promised for early next year.

However, DK'tronics did sound a warning note saying that there was going to be 'obvious overkill' of software with so many titles flooding onto the market at once.

Meanwhile, Aquarius are launching the Aquarius 2 at an unspecified date this Autumn. The new machine will be fully compatible with the original and so will have a number of games available for it when it appears. It has a full travel keyboard and Microsoft Extended Basic. The basic 4K machine will sell for around £95 and a 36K model for £125.

The Enterprise, formerly called the Elan and originally scheduled for launch earlier this year, is now due to appear at the Personal Computer World show on the 19th September. Two models will be available, a 64K machine for £299.00 including VAT and a 128K model for around £300.00.

The Enterprise boasts highly sophisticated colour and sound facilities and an unusually large amount of user-memory – 55K in the 64K version.

Quicksilva are busy writing games for the machine, and a number of titles including a particularly powerful chess program will be available at the time of launch.

NEW RELEASES ● NEW RELEASES ● NEW RELEASES ● NEW

FANTASY BRING BACK ZIGGY

Fantasy Software – the people who brought you *The Pyramid* and *Beaky and the Egg Snatchers* – are to produce a series of games called *The Backpacker's Guide To The Universe.*

The series is expected to have at least three parts and will feature the return of Ziggy, the capsuled hero of *The Pyramid.* As well as the capsule, Ziggy will also have a backpack enabling him to get out and about in alien landscapes and will be able to choose from a number of weapons.

The games have been under development for six months with an artist working full-time on the graphics. The first part is expected to be ready towards the end of October. This will have two programs – the game itself and the Backpacker's Guide, to which players will need to refer. Price should be around £7.50.

ELECTRON GETS ZALAGA

Good news for Electron owners. Nick Orlando of *Frak!* fame has now converted *Zalaga* for the Electron. The game should be in the shops in early September, priced at £7.90.

HUMPTY DUMPTY COMES OFF THE WALL

Artic has announced a series of games based on that evergreen chracter Humpty Dumpty. There are three titles to start the series: *Humpty Dumpty Meets the Fuzzy Wuzzys, Humpty Dumpty in the Garden* and *Humpty Dumpty the Engineer.* Cassette versions are available for the Spectrum and Commodore 64 at £7.95, with disk versions to follow shortly.

On the Ockey, also from Artic, is – surprise – a darts game for the Spectrum! This game of arrows is available on cassette and will set you back £6.95

TAKOUSHI



It was a sunny July morning and I was walking down Oxford Street to the PCG offices when a decidedly shady character approached me. He paused, looking rather nervous and then suddenly whipped open his coat to reveal...a coat lining heavily laden with computer game cassettes.

'Do ya wanna buy a cheap game, mate?' he asked. 'Ah, but are they the real thing?' I demanded.

'Course guv,' he exclaimed, not too convincingly.

Needless to say they were pirated tapes at a fraction of their real price. The age of the professional software pirate is now with us with criminal elements from both the video and software industries being involved.

Stop and think for a moment exactly what the implications of this wholesale piracy are. It seriously undermines the future of the industry and the livelihood of the smaller software houses. The larger games house can handle a shortfall in income whilst the smaller houses face crippling cash flow problems.

Make no mistake, any pirated tapes you buy are nails in the coffin of an industry that is already fighting for its survival.

Of course there are bodies that are trying to take action, like GOSH (the Guild of Software Houses) and FAST (the Federation Against Software Theft). The latter seems to be heading in the right direction as it is lobbying Parliament for legislation to combat the software pirate.

Where do you come in all this? As the consumer you obviously want the best games for as low a price as possible. So the pirated tape is the easy option.

Think again.

If you want to carry on buying quality games in the future then give the software house the money to finance them, and help stamp out the evil of the professional pirate.

NEW RELEASES • NEW RELEASES • NEW RELEASES • NEW

TIME-WARPED ADVENTURE

Channel 8 software, already well known for their distribution of the Digital Fantasia adventure series, are launching a scrolling multi-time-zone arcade game for the 64.

Timezones features five different time-zones from prehistory to the far future and 20 levels of play. All yours for £6.95.

JACK TAKES OFF

Jet-Boot Jack from English Software, first released on the Atari computers, is now available for the Commodore 64 and will appear on the BBC, Electron and Amstrad in the late autumn. The tape will include the Pavloda fast loader and retail at £7.95

PITFALL FOLLOW-UP

Activision are launching David Crane's sequel to *Pitfall,* to be called *Pitfall II: Lost Caverns.*

Trapped in Inca caves the hero, Harry, has to find his niece Rhonda, his sidekick cat Quicklaw and the Raj Diamond.

The program is available for Atari VCS and should shortly come out on the Atari home computer and also the Commodore 64.

The Atari cartridge will cost £29.95 and the cassette for the Commodore £9.99.



NEW RELEASES • NEW RELEASES • NEW RELEASES •

PROMOTION FOR FOOTBALL MANAGER

Football Manager, the game that puts you in the precarious position of controlling a Football League club, is now available to fans on the Commodore 64.

Not only are you in charge of the playing staff but you must watch the clubs' finances as well. Starting in the fourth division you must work your way up through league and cup games to the big time.

The program displays all the footballing action and is available at £7.95.

JET PAC LANDS ON THE BEEB

Ultimate are bringing out their Spectrum mega-game, *Jet Pac*, for the BBC micro. The game should be in the shops now and changes hands at £7.95.

MORE US IMPORTS

Two games from the US company Imagic are to be produced and marketed by Cheetahsoft for the Spectrum.

The two titles, *Moon Raider* and *Dragon Fire* will be released at the same time as Cheetahsoft's own production for the Spectrum, *The Perils of Bear George*.

The Imagic games retail at £7.95 while *The Perils of Bear George* changes hands for £6.95.

BEACH-HEAD FOR SPECTRUM

Good news for Spectrum owners. Centresoft will soon be marketing versions of the US Gold title *Beach Head* on the Spectrum. The conversion is being carried out by Ocean and both *Bruce Lee* and *Solo Flight* are also expected to be on the shelves for the Spectrum later in the year.

Sorry about the eyestrain

Commodore 64 readers had quite a hard time last month trying to decipher our *Monty Mole* listing, parts of which didn't print very clearly. Here are lines 601-2140 as they should have looked.

```
601 FORI=100TO10STEP-5:POKES1,0:POKES2,
40:FORJ=1TOI+30:POKES1,17:POKES3,J:NEXT
602 NEXT
610 HI=HI+1:IFHI>15THENHI=15
620 GOSUB4050:SC=SC+HI*100
630 GOTO40
999 END
1000 REM START OF M/C DATA
1010 DATA 162, 2, 189, 1
1020 DATA 208,24,105,1,157,1,208,201
1040 DATA 245,144,6,173,4,220,157,0,208
1070 DATA 232,232,224,16,208,231,96,162
1080 DATA 1,189,248,7,24,105,1,201
1090 DATA 204,144,2,169,200,157,248,7
1100 DATA 232,224,8,208,236,96,234,169
1110 DATA 40,133,250,169,4,133,251,162
1120 DATA 128,160,1,138,145,250,200,192
1130 DATA 30,208,249,232,165,250,24,105
1140 DATA 40,133,250,165,251,105,0,133
1150 DATA 251,224,152,208,228,96,0
1150 REM END OF M/C DATA
1200 DATA174,255,234,255,174,255,234,255
1210 DATA170,170,170,170,170,170,170,170
2000 DATA42,0,0,169,128,0
2001 DATA165,128,0,150,128,0
2002 DATA154,128,0,42,0,0
2010 DATA42,0,0,166,128,0
2011 DATA166,128,0,166,128,0
2012 DATA166,128,0,42,0,0
2020 DATA42,0,0,154,128,0
2021 DATA150,128,0,165,128,0
2022 DATA169,128,0,42,0,0
2030 DATA42,0,0,170,128,0
2031 DATA149,128,0,149,128,0
2032 DATA170,128,0,42,0,0
2040 DATA0,2,0,1,82,0,5,84,0,5,168,0
2041 DATA5,186,0,0,32,0,0,252,0,0,255,0,
0,247,0,170,174,170,85,186,170,21
2042 DATA117,85,0,192,0,0,192,0,0
2050 DATA8,0,5,72,0,21,80,0,22,160,0,22
2051 DATA232,0,0,128,0,3,240,0,3,252,0,3
,220,0,170,174,170,85,83,85,42,174,170
2052 DATA21,85,85,0,0,-1
2100 REM SPRITE DATA
2110 FORI=0TO384:POKE200*64+I,0:NEXT
2120 FORI=0TO3:FORJ=0TO17:READA:POKE(200+I)*64+J,A:NEXTJ,I
2130 FORI=0TO41:READA:POKE204*64+I,A:NEXT
2140 FORI=0TO39:READA:POKE205*64+I,A:NEXT
```



Courting trouble

'Microdeal in court case' trumpeted the headlines on the front page of a recent issue of Popular Computing Weekly. Beneath a large screenshot of *Cuthbert in the Jungle* ran a story of Microdeal's intrepid battle against software pirates in Blackburn.

Strangely, Horace notes that there was no mention of another court case in which Microdeal were recently involved. It seems that the aforesaid *Cuthbert in the Jungle* is in fact an almost exact copy of Activision's game *Pitfall*. Naturally Activision took a very dim view of this, and took the matter to the High Court in London, where Microdeal undertook not to distribute any further copies of the offending program.

Horace thinks that Microdeal's undertaking is proof positive of their commitment to stopping software piracy. He phoned them up to congratulate them on this positive action, but strange to say, they refused to comment. Modest chaps.

Verse to worse

After last month's hideous rhyme hyping Mirrorsoft's *Caesar the Cat*, PSS have submitted another ode-ious ditty for Horace's inspection, promoting their new game *Frank N. Stein*:

Frank picks up a head,
A chest, some arms, and legs,
He takes them to his tower
And adds a shot of power.

There's more, but it's too monstrous to repeat. Horace is sending a copy to the Obscene Publications Squad at Scotland Yard.

Virgin stumped

Nick Powell made a packet in partnership with Richard Branson at Virgin, and has since used some of his lolly in setting up Palace Video. A recent letter to a well-known software house asked them if Palace could distribute their games. Apparently the letter stressed that Palace would be very selective in choosing products and that they would be excluding Virgin's games as the standard is '... totally unacceptable ...'. As a fan of Virgin's innovative game, *Owzat*, Horace thinks that this just isn't cricket.

Just Imagine!

The collapse of Imagine has unleashed a delicious avalanche of whispers. I hear that the company's over-worked publicity staff had planned to mark the release of the 'mega-games' by depositing a 5 ton marble slab at Hyde Park Corner with the inscriptions '*Psyclapse* and *Bandersnatch* are here'.

To make sure the launch was a national event television coverage was planned. Indeed so desperate were Imagine to obtain TV coverage, they even approached Eastern Eye (the Channel 4 Asian affairs programme) because one of their musicians was Asian.

Eventually the BBC became interested and sent Horizon producer Paul Anderson to record 'the making of a mega-game'.

Unfortunately for Imagine, the TV crew were present during a Friday shortly before the crash when large amounts of alcohol were being consumed and a bailiff turned up provoking fears that the building was about to be emptied of property. The panicky scenes which followed could make interesting viewing when they finally reach your TV screen.

No connection?

A fellow I know at the club passed me an advertisement the other day for a new software company called Firefly. Jolly interesting, I thought. Let's give these chappies a ring.

Of course there was no number in the advert. So Horace went through the agony of contacting directory enquiries, only to be told that – Firefly don't have a phone. And who owns this company? None other than British Telecom.

Come on, Busby – get plugged in!



ZX-81 OWNERS

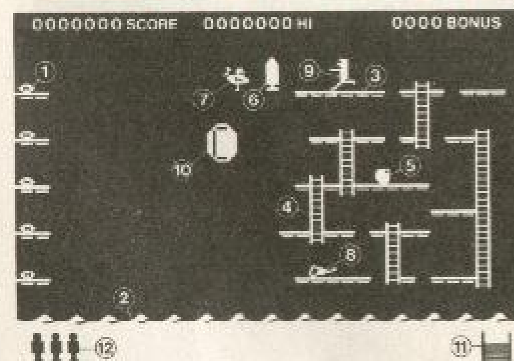
AT LAST THE PROGRAM YOU'VE BEEN WAITING FOR!

Rocket Man



with Hi-Res Graphics on standard ZX-81 16K

Actual ZX-81 Screen Display!



1. Diamonds
2. Sea
3. Platforms
4. Ladders
5. Fuel Cans
6. Rocket
7. Vulture
8. Leg of Lamb
9. Player
10. Bubloid
11. Fuel Gauge
12. Men Remaining

Get rich quick by collecting Diamonds that are simply lying there waiting for you!

Oh . . . I forgot to mention that there are one or two problems! There is an expanse of Shark infested water between you and the Diamonds and a strange breed of Bubble that seems hell bent on getting you in it! Somehow you must cross it. . . .

You have a Rocket Pac to help you (a Vulture on higher levels) but you must rush around the platforms and ladders collecting cans of fuel (legs of lamb with the Vulture) and cursing that weird Bubble. Once you have enough fuel then it's Chocks Away!

Oh . . . but don't run out of fuel on the way – otherwise it's . . . . SPLASH!

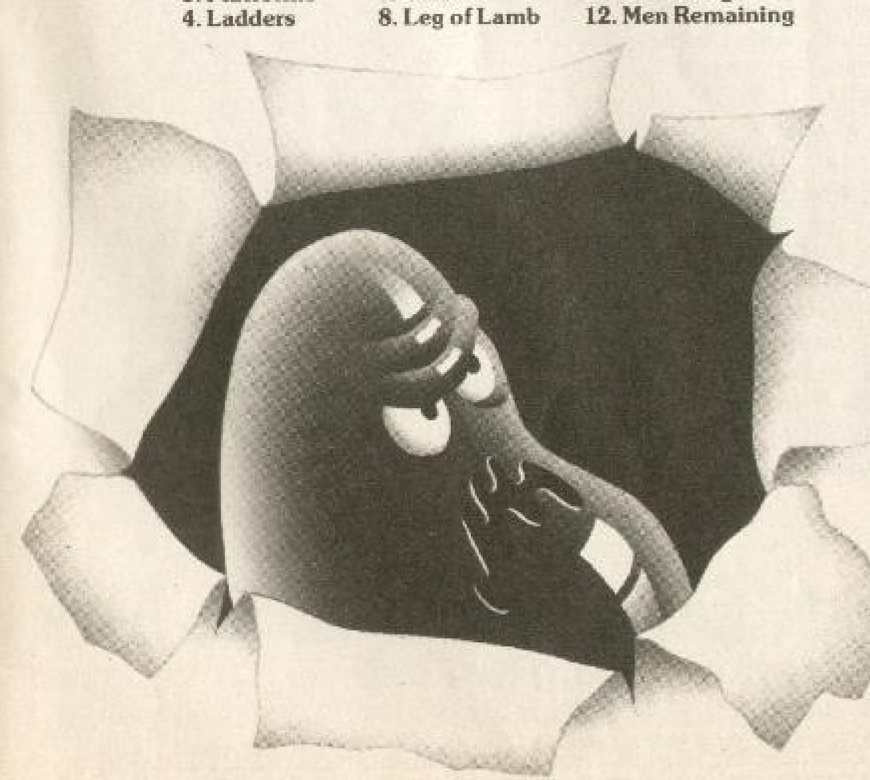
The aim is to collect all the diamonds from the far left hand side of the screen, whilst avoiding the rampant Bubloid. These emerge from the sea and are hell-bent on returning to their watery habitat with you in tow. Sooner or later you are going to end up in the drink – The idea is to make it later!

By belting round the system of platforms and ladders, cleverly avoiding the Bubloid, you collect the fuel cans which appear in random positions, until you consider that your fuel gauge indicates sufficient in the tank. Now you can go and collect your rocket. With the rocket-pack strapped to your back you can fly across the expanse of sea to collect the diamonds . . . but don't run out of fuel or your rocket-pack will simply disappear and you will wind up in the drink!

There are six stages with six different platform layouts. On stages 1-3 the Bubloid, which floats in front of the platforms with uncanny ease, gets an ever increasing ability to home in on your position, making the task of staying alive more demanding with each stage. On stages 4-6 you once again start with the easiest Bubloid (which is a blessed relief!) but the fuel cans are replaced by legs of lamb which you must collect to feed your vulture, and once it has enough energy (or you think it has!) you must flap across the water on its back to collect the diamonds.

Extra men are awarded for every 10,000 points – but ONLY once you have collected all the diamonds and so completed each particular stage.

GOOD LUCK!



Available from all good computer shops or send cheque/P.O. for £5.95 (inc P&P) to:

DEPT PCG

Software Farm, FREEPOST (no stamp required)

(BS3658) , BS8 2YY

Software Farm, 155 Whiteladies Road, Clifton, Bristol BS8 2RF.
Telephone (0272) 731411 Telex 444742 AFMADV G


New
High Flyers!
from MicroProse Software
C= 64
ATARI
The action is simulated- The excitement is REAL!
F-15 STRIKE EAGLE
F-15 Strike Eagle features superb 3-D graphics, F-15 manoeuvreability, computer assisted targetting including a modern fighter Heads Up Display, airborne radar, air to air missiles, surface to air missile defence, ground target bombing, full aerobatics, and multiple combat scenarios.
£14.95
DISK/CASSETTE
SPITFIRE ACE
Save London during the Blitz in your Royal Marine Spitfire fighter! Featuring outstanding out-of-the cockpit 3-D graphics, Spitfire Ace provides 14 different combat scenarios and fast paced action. For 1-4 players.
CASSETTE £9.95
DISK £12.95
Solo FLIGHT
Grab your joystick and take off with this user friendly flight simulator that is 'All the flying challenge you can handle!' Includes outstanding 3D graphics, full cockpit instrumentation, dual VORs, ILS, 21 different airports, landing scoring, and real life challenges from weather, instrument and mechanical emergencies.
£14.95
DISK/CASSETTE
No.1 Flight Simulation
NATO COMMANDER
Defend Europe in a heart pounding, accelerated real-time war situation! Use your full continent scrolling battle map to destroy, manoeuvre and command the battle unit, including infantry, armour, helicopters, air forces, and tactical nuclear weapons to stop the ever advancing Warsaw Pact battle units.
CASSETTE £9.95
DISK £12.95

P·C·G T·O·P 5·0

Pos.	Title	Publisher
1 (3)	SABRE WULF	ULTIMATE
2 (50)	THE LORDS OF MIDNIGHT	BEYOND
3 (–)	TORNADO LOW LEVEL	VORTEX
4 (1)	BEACH HEAD	US GOLD
5 (–)	VALHALLA 64	LEGEND
6 (2)	MUGSY	MELBOURNE HOUSE
7 (–)	HULK	ADVENTURE INT.
8 (4)	PSYTRON	BEYOND
9 (–)	ARABIAN NIGHTS	INTERCEPTOR
10 (15)	JACK AND THE BEANSTALK	THOR
11 (8)	FIGHTER PILOT	DIGITAL INTEGRATION
12 (–)	ENCOUNTER	NOVAGEN
13 (5)	CODE NAME MAT	MICROMEGA
14 (7)	TRASHMAN	NEW GENERATION
15 (18)	NIGHT GUNNER	DIGITAL INTEGRATION
16 (–)	MATCH POINT	PSION
17 (21)	FLIGHT PATH	ANIROG
18 (11)	ATIC ATAC	ULTIMATE
19 (28)	FOOTBALL MANAGER	ADDICTIVE
20 (23)	BLAGGER	ALLIGATA
21 (–)	WAR OF THE WORLDS	CRL
22 (–)	CAVELON	OCEAN
23 (6)	JET SET WILLY	SOFTWARE PROJECTS
24 (–)	STOP THE EXPRESS	PSION
25 (25)	MANIC MINER	SOFTWARE PROJECTS
26 (30)	ANT ATTACK	QUICKSILVA
27 (–)	BEAKY & THE EGG SNATCHERS	FANTASY
28 (24)	AD ASTRA	GARGOYLE
29 (–)	LOCO	ALLIGATA
30 (48)	WORLD CUP	ARTIC
31 (–)	FRAK!	AARDVARK
32 (–)	FORTRESS	AMCOM
33 (13)	INTERNATIONAL SOCCER	COMMODORE
34 (17)	CHEQUERED FLAG	PSION
35 (–)	AUTOMANIA	MICROGEN
36 (–)	KOSMIC KANGA	MICROMANIA
37 (16)	HUNCHBACK	OCEAN
38 (–)	SON OF BLAGGER	ALLIGATA
39 (21)	AVIATOR	ACORNSOFT
40 (12)	SPACE PILOT	ANIROG
41 (37)	MOON ALERT	OCEAN
42 (–)	BLUE THUNDER	WILCOX
43 (36)	AZTEC CHALLENGE	US GOLD
44 (–)	THE QUILL	GILSOFT
45 (–)	ANTICS	BUG-BYTE
46 (–)	SAVAGE POND	STARCADE
47 (9)	SOLO FLIGHT	US GOLD
48 (–)	TITANIC	R&R
49 (10)	BLADE ALLEY	PSS
50 (–)	WHERE'S MY BONES	INTERCEPTOR

Last month's position in brackets.

The length of the bars indicates relative sales as monitored in over 250 independent shops.

KEY

- SPECTRUM
- CBM 64
- BBC
- ATARI
- VIC 20

RISING FAST RISING FAST

- FULL THROTTLE, MICROMEGA
- TANK DUEL, REAL TIME
- ANDROID, VORTEX
- MICRO OLYMPICS, DATABASE
- GILLIGAN'S GOLD, OCEAN
- HATC, HEWSON
- INFERNO, SHEPHERD
- MAX, ANIROG
- GYROPOD, TASKSET
- UGH!, SOFTEK

SWASHBUCKLER TOPS THE CHARTS

Sabre Wulf, a PCG mega-hit last month, has slashed through the charts to number 1. The swash-buckling Spectrum maze game's massive sales should keep the wulf from the door at Ultimate.

Lords of Midnight, the August Game of the Month and tipped to go on to big things, has done just that. From 50 last month it has shot to number 2, and Beyond Software modestly told us that 'we expected it to go to the top of the charts – it just did it two weeks earlier than we thought it would.'

Tornado Low Level has also made a dramatic entry at number 3 and looks like more than living up to its Vortex predecessor *Android 2*, which is back bubbling under. Lots of new entries this month like *Valhalla 64* (5), *Hulk* (7) and *Arabian Nights* (9), while old favourites like *Jet Set Willy* at 23 are being forced out.

That other famed platform game *Manic Miner* is still in there plugging away at 25 and looking like it might stay there for months yet.

Can anything stop *Sabre Wulf* and *Lords of Midnight*?



BYTE BACK

Singing to success

On purchasing July's PCG and again finding no high score for the Dragon 32 *Chuckie Egg*, I decided to take matters into my own hands and submit one myself. Meekly I tried to beat my previous 133,000 best (which just didn't seem to stand up to a million) but despite my best efforts I had no luck.

However, help was at hand. I decided to play a newly purchased Billy Joel LP, and lo and behold, as quick as saying 'fried egg' I was on my way. I raced through the first eight sheets to the vocals of 'Only The Good Die Young'. Next eight sheets, switch to 'Innocent Man' LP, and man, you should have watched those eggs disappear. However, all good things come to an end, and I eventually went to the greatest duck in the sky with a hard-earned 233,110. I still say I died because I ran out of Billy Joel LPs, however I shall soon be purchasing 'Piano Man', so you could be hearing from me again very soon.

As for Billy Joel, I've renamed him – he's now referred to as Billy Graham!!

Jim Liddle, Hartlepool

Here are some more records you might like to try with particular games. For Orc Attack, *try 'Off the Wall' (Michael Jackson).* Atic Atac? *How about 'Searchin' (Hazel Dean).* Classic Racing? *Try 'Against all Odds' (Phil Collins).* Lunar Jetman? *Play 'Warhead' (UK Subs).* Bumpin Buggies? *Try 'Car Trouble' (Adam & the Ants). And thanks to Carl Lyons of Huddersfield for these musical ideas!*

Bug converted

Having read Mike Davies's discovery of a 'bug' in Jeff Minter's *Matrix* (June, 1984), I also discovered the same on the '64 version. The difference being, the COMMODORE and SHIFT keys need to be pressed to change level.

I would also like to congratulate Jeff on his games. He's the best programmer I have ever come across.

Michael Escolme, Lancaster

Snappy family

I would like to submit my dad's very high *Snapper* score to you. I had originally filled in the Challenge Chamber form for 118,660, but just as I was taking it to him to sign, I heard the familiar 'diddle-diddle' intro tune. I sat down to watch. By 85,000 on the first of the two blueberries the tension was mounting. He reaches the 100,000 mark and the second bell and lost his penultimate life. Ah well, I thought, he's had his chips. But no! He ploughed on through the third bell and triumphantly reached the fabled acorn. His concentration finally collapsed at the incredible score of 145,350. I hope you find another *Snapper* freak to challenge him in the Challenge Chamber.

Adrian Brown, West Bridgford, Notts

Outraged aquanaut

After reading your review of *Aquanaut* (July) I felt I would write in to get some things straight.

Firstly, you say that it is 'incredibly frustrating'. I think not, and so does everyone I know who has played the game. I find it very exciting.

Second, you say that there are only five different stages. Can your reviewer count? So far I have found 10.

Thirdly, you say that once you have learnt a stage it gets very boring. This is wrong, because each time it is slightly different.

All I can say is that you did not play the game long enough to enjoy it.

Robert Ireland, Prestatyn, N. Wales

I kept playing until I'd torn out half my hair! Obviously I'm not built to be a submarine commander. There must be quite a little Interceptor fan club over there in Prestatyn. Your follow townsman Andrew Jones – whose letter about China Miner *is on the opposite page – also wrote defending* Aquanaut.

Standing up for the Vic 20

I work in an old folks home and the old people, most of whom have never seen a computer game, love looking at and reading your mag, it's so well laid out. It's read more than *Woman's Own*, etc.

Anyway, I own a Vic 20+ 16K and would like to help other readers. In a book called *More Games for the Vic 20*, there is a progam to type in which enables a 16K Vic to be used as no expansion, 3K or 8K. It takes seconds to load and saves having to keep switching RAMs (or buying additional packs).

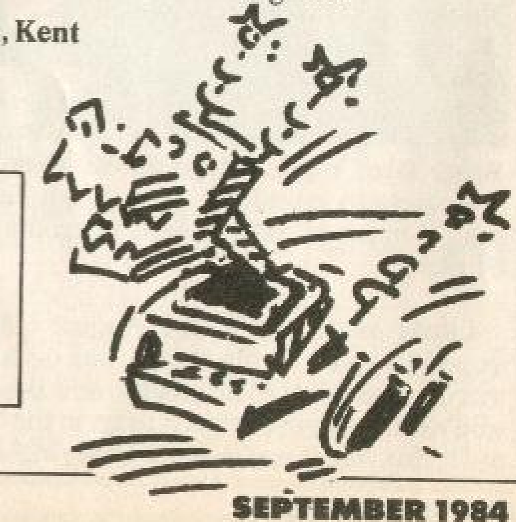
Also – as all I seem to read are *Jet Set Plonker* and *Atic Atac* problems – has anyone ever got through the invisible pits in *Zork's Kingdom*? I doubt it. Has anyone ever rescued the princess in *Tower of Evil*?

I read in this month's issue one person complaining about *Arcadia*. The scrolling is bad, he says. In fact it's better than most. I can only get on to screen 5 but am still trying. Why not have a *Wally of the Month* in your complaints department?

That's it. Thanks for brightening up my tea breaks. I look forward to each new issue as much as a new game.

C. Constable, Ashford, Kent

**WRITE TO: BYTE-BACK,
PERSONAL COMPUTER GAMES,
EVELYN HOUSE, 62 OXFORD STREET,
LONDON W1A 2HG**



Mad about Loco

Thanks for what is easily the best games mag on the market, and this opinion is shared by my friends who have read all the rest of the mediocre press.

The recent addition of an adventure section really has improved PCG. It really is excellent and can you ask the White Wizard how on earth I can use the trowel in *Ten Little Indians*.

On a sourer note ... why was *Loco* Game of the Month in July? Being an avid fan (150,000) of the arcade game *Super Locomotive* I dashed out to town and bought the game. I admit that the graphics and sound are absolutely fantastic, but surely these do not make a great game (witness *Alice in Videoland!*) There are many things wrong with this version, such as the leaving out of bonus scenes, tanks, other trains, red lights, crossing lorries, bridges, big bombers, tunnels, and most importantly an invincible button. As far as I can see the author didn't spend enough time on the arcade game to appreciate the finer points of it.

Carl Lyons, Huddersfield

We had a prolonged debate over Game of the Month in July. This decision is the hardest we make each month, and usually we try to go for a game which breaks significant new ground in some way. Loco qualified because its sound and graphics were the best we'd ever seen. But our review did express doubts about the game's lasting interest. On the whole we prefer games whose significance lies in their long-term challenge – such as this month's Game of the Month.

Battle of the Miners

Shortly before the review appeared for *China Miner*, I purchased it and I agree that it is better than *Manic Miner*. I haven't stopped playing yet and have reached level 17. Has anyone written in with tips on how to do it?

Stephen Birds

We expect to print some in next month's Tricks 'n Tactics. *Some players have got stuck as early as screen 2!*

China Miner solved

I feel that I must congratulate you on your excellent review of *China Miner* by Interceptor Micros. After reading it I went straight out and bought it, and from the beginning of April to late June I have had hours of enjoyment. I have finally completed all 30 impressive levels, which took one-and-a-half hours non-stop.

Keep up the good work PCG. And I recommend *China Miner* to anyone with a Commodore 64.

Andrew Jones, Prestatyn, N. Wales

Nasty remarks

I am writing in reference to the letter from Jason West 'HURG fan hits out' (July). I note his remarks about Oric owners – 'so simple an Oric owner could understand' – I own an Oric-1 48K. I can write fairly advanced programs for bank accounts and I can also make fairly good games with a program like HURG to help me and I'm only 13 years old.

David Williamson, Telford, Shropshire

We want more!

I have a piece of advice I am willing to give you. Every month you seem to put less and less pages in your magazine. Why? Bring back Human to Human and Book Test! Put 176 pages back in you magazines, and leave a couple of pages to do reviews of cartridges for video consoles. Do reviews of new games in the arcades and try to do more PCG specials. Your Challenge Chamber, Hotline and Adventureworld are brilliant ideas.

Heed my advice and you will soon be at number one.

Richard Gray, Prescot, Merseyside

Crumbs, Richard, don't let my publisher know about this or he'll offer you my job! But look, the reason we lose pages in the summer is because less adverts are booked at this time – some software houses prefer to advertise in the autumn and winter, because that's when sales are greatest. I think you'll find we get fatter again as Christmas approaches.

As for being number one – some people seem to think we already are! The word is spreading...

This month's REALLY ANGRY letter

I have recently found the magazine becoming somewhat biased towards a certain silver-coloured FOREIGN micro. You review more games for this machine and give it more PCG hits and games-of-the-month than any other. Come on. There can't be THAT many CBM 64 owners in England? What about England's best-selling micro the ZX Spectrum? I think you should support British computers. After all, if there was no British micro industry you'd be out of a job.

Good Buy time. The following Spectrum games are not, I feel, good buys.

1. *Jet Pac* – simple, mindless blasting.
2. *Lunar Jetman* – too difficult to be worthwhile.
3. *Penetrator* – a very boring *Scramble*.
4. *Cookie* – too similar to *Jet Pac* and *Pssst!*
5. *Pi-Balled* – Ocean's *Pogo* is THE Spectrum *Q*Bert*.
6. *Atic Atac* – boring and depressing.

The following Spectrum games SHOULD be on the *Good Buy* chart:

1. *Football Manager* – the most addictive simulation there is.
2. *Derby Day* (CRL) – a great fun game which really does get you excited.
3. *Urban Upstart* and *Invincible Island* – the two best graphic adventures for the Spectrum.
4. *Golden Apple* – The best Spectrum text adventure.
5. *Star Soccer* (Watson) – an incredibly addictive football game.
6. *1984* – a brilliant economic game.
7. *Dictator* – an addictive strategy game.
8. *Snooker* (Visions) – really great – one of the best sport simulations there is.

I'm glad you haven't included *The Pyramid* or *Blue Thunder* – awful, aren't they?

Isn't it funny how two reviewers can have such differing views on a game? You hated *Pi-Eyed*, Computer & Video Games, the best magazine there is, gave it 32 out of 40. You loved *Ghouls*, they hated it. You thought *China Miner* was better than *Manic Miner*, they thought the opposite. Perhaps you should give up reviewing games and leave it to those who have some experience in the field (say, your average 2-year-old). Therefore I have compiled a review translator.

	You say	But really	
Graphics	9	10	
Sound	5	0	
Originality	5	0	
Lasting interest	7	0	
Overall	8	8	(well done!)

How can you give *Trashman* 5 for sound – it hasn't got any! You will be pleased to know that you have lost a reader.

Yours angrily,

Tim Russell, Coventry

Love the sense of humour, Tim, shame about the facts – the sound in Trashman *includes gates opening and dogs barking. I agree about* Football Manager *and have added it to our* Good Buy *list. Similarly our process of continually updating the lists has led to* Penetrator *and* Pi-Eyed *being overtaken by* Cavern Fighter *and* Spellbound (which is even better than Pogo). *The rest of your letter is baloney – if you don't like* Jet-Pac, Lunar Jetman *and* Atic Atac, *I'm quite relieved you don't like PCG. We're in good company!*



Trade Enquiries:
Microdealer 0727 34351
Prism 01-253 2277
Wynd up 061-872 5020
Ferranti + Craig 0722 33022
Pinnacle 0689 73141
Centresoft 021-520 7591
Lightning 01-969 8344
P.C.S. 0254 691211
R+R 0226 710414
Drake 0752 672235
Twang 0734 508608
Thorn-EMI Computer Software Distributors 0252 518364
Wayfarer 0743 66922
LVL 0602 394000
Websters 0483 62222
Tiger 0925 55222
FULL THROTTLE
48
14
7
You could be at Silverstone, Nurburgbring, San Marino . . . or any of ten circuits in the world. You are at the back of the field of forty riders. The start is seconds away the flag drops! Can you fight to the front . . . and stay there?
3D MICROMEGA DEATHCHASE
3D MICROMEGA CODENAME MAT
Available through selected branches of
spectrum
Boots
John Menzies
WOOLWORTH
and other good computer stores everywhere.
MICROMEGA
Compatible with Kempston, Protek/AGF, and Interface 2 joystick types.
3D Motor Bike Grand Prix on the 48K Spectrum — £6.95

One of America's most popular games

THE ULTIMATE IN BATTLE ACTION...

BEACH-HEAD™

commodore 64



Incredible 3-D Graphics

Unbelievable Sound Effects

Unique Games Concept

Multiple Screens

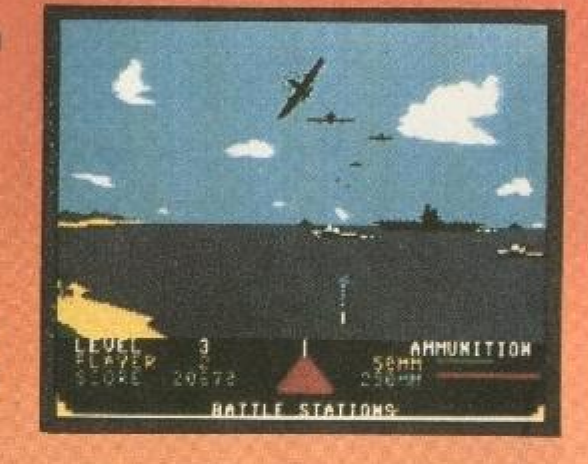
High Resolution Scenario

100% Machine Language

Voted by U.S. Billboard magazine as the best game for sound and graphics on the Commodore 64

It's a unique arcade experience in sound and vision and a stunning display of Commodore 64 capabilities.

Another quality product from ***ACCESS*** Software.



Available on CASSETTE £9·95 DISK £12·95

THE ULTIMATE IN AMERICAN SOFTWARE FOR YOU ON U.S. GOLD

U.S. Gold is stocked by all leading computer stores including: Boots WHSMITH

DEALERS! For information on how to become a U.S. Gold Stockist write to: Centresoft Ltd., Unit 24, Tipton Trading Estate, Bloomfield Road, Tipton, West Midlands DY4 9AH. Telephone: 021-520 7591.
Overseas enquiries welcome.

U.S. GOLD

All American Software

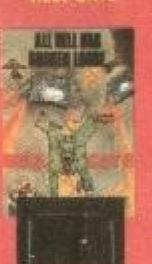
Llamasoft

ORIGINAL SOFTWARE DESIGN

49 MOUNT PLEASANT, TADLEY, HANTS. RG26 6BN.

SEND S.A.E. FOR (FREE NEWS LETTER) "THE NATURE OF THE BEAST".

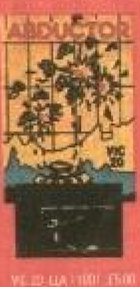
TRAXX — VIC 20 LLA 12003 £5.00



HELL GATE — VIC 20 LLA 12007 £5.00 / CBM 64 LLA 21003 £5.00



METAGALACTIC LLAMAS BATTLE — VIC 20 LLA 11006 £5.50 / CBM 64 LLA 21010 £5.50



ABDUCTOR — VIC 20 LLA 11001 £5.00



MATRIX — VIC 20 LLA 12005 £5.00 / CBM 64 LLA 21006 £6.00



LASERZONE — VIC 20 LLA 12004 £5.50 / CBM 64 LLA 21004 £5.50



GRIDRUNNER — VIC 20 LLA 11000 £5.00 / CBM 64 LLA 21002 £5.00 / ATARI LLA 41001 £5.00



SHEEP IN SPACE — CBM 64 LLA 21009 £7.50



HOVER BOVVER — CBM 64 LLA 21008 £7.50



ATTACK OF THE MUTANT CAMELS — CBM 64 LLA 21001 £5.00 / ATARI LLA 41003 £7.50



REVENGE OF MUTANT CAMELS — CBM 64 LLA 21007 £7.50



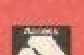
Packing & Postage 50p



WOOLWORTH W.H.SMITH







Packing & Postage 50p

DEALERS may order direct from CBS Telesales 01-960 2155 quoting account number, LLA code number and quantities. Goods delivered within 48 hours.

Tasket  commodore 64

We're only writing games, and we're only writing for the 64. Rely on us to bring you the greatest games, the greatest concepts and the greatest value.



The complete deep space saga. A radical joystick action can bring inspired flexibility and a horrific kill-rate. The outstanding graphics include highly detailed craft and lots more than eight sprites at once. A full music and effects sound track accompanies the action. All these features combine with player options and a top 20 hi-score table to set new standards in hi-tech slaughter.





A brand new character game. Poor old Bozo, all he has to do is to get home after a night out with the lads. That's easy until a wobble becomes a lurch and a stagger. Later into the night, all rules go out of the window as he disbelieves what's happening in front of his blood-shot eyes. An epic journey with ultra-smooth graphics and sprites which run rings round normal games.



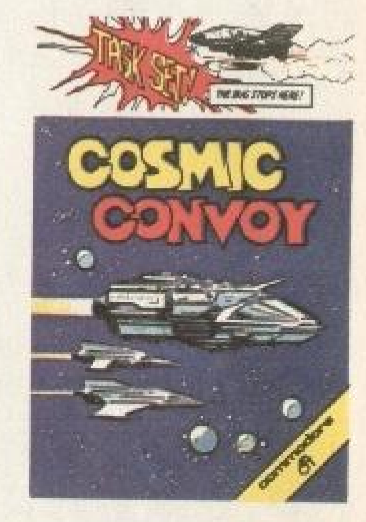
All available now on cassette or disk.

SUPER PIPELINE

Keep the pipeline open. Foreman Fred and Plumber Pete have their work cut out. The evil ladderman drops metal wedges to plug the pipeline – and only Pete can fix 'em. Pete trusts Fred to defend him against the six-legged Venusian pipe spiders and the hard case lobster while he knocks out the plugs and restores the flow. Full accompanying music and effects, options and hi-score table.

JAMMIN'

Unlike anything else, a totally musical game yet highly colourful. Guide Rankin' Rodney through the top 20 mazes – each with an interactive rock sound track. Gather the instruments and make a band but watch out for bum-notes, dischord and that most deadly effect – distortion. If you've never heard the full music capabilities of the 64, grab an instrument and join the band.



COSMIC CONVOY

Just surviving is not good enough in this giant convoy. Control three fighters at once, to defend the huge transporters as they ply between the planets. Only those transports reaching planetfall will gain galactic credits, and no-one expects promotion for losing the entire fleet. Which freighters must be sacrificed to get most cargo to the next planet. Full sound options and hi-score table complete the arcade package.

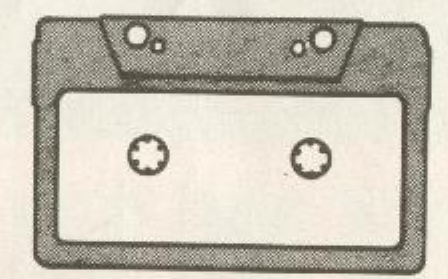
TASKSET LTD – *The Specialists*

Naturally, everything we've written for the 64 is available on either cassette or disk.

Selected titles available from: W H Smith, Boots, Menzies and all good computer stores.

Major distributors include Microdealer UK, Websters, Centresoft and P.C.S.

cassette



£6.90 each

disk

each £9.99

13 HIGH ST., BRIDLINGTON YO16 4PR TEL: 0262 73798

Taskset Ltd

13 HIGH STREET BRIDLINGTON YO16 4PR

ACCESS ORDERS (0262) 73798 24 HOURS

Dealer enquiries welcome (0262) 602668



PCG favourites up for grabs

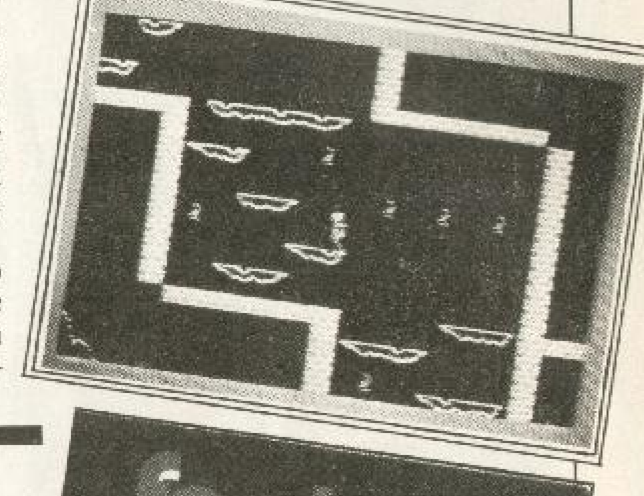
300 HOT NEW GAMES MUST BE WON!

We've lined up a special £2,000 treat for you this month. We've chosen three of the most exciting games reviewed in this issue and obtained 100 copies of each as prizes.

So, if our reviews in Screen Test have made your mouth water, now's your chance to do something about it. The three games are *Quo Vadis* for the Commodore 64, *Beaky and the Egg Snatchers* for the Spectrum and *Pharaoh's Curse* for the Vic 20.

For each game we've composed three riddles. All you have to do to enter is to answer the riddles, complete the rest of the entry form below and post it to us. The first 100 correct entries for each game that we pull out of the hat after the closing date will win the prizes. We must receive all entries before the end of September. If you don't want to cut out the entry form you can copy it on to another piece of paper.

Meanwhile, if you want to, you can go ahead and buy any of the games because if you then win the same game, you can have it exchanged or receive the equivalent in cash.



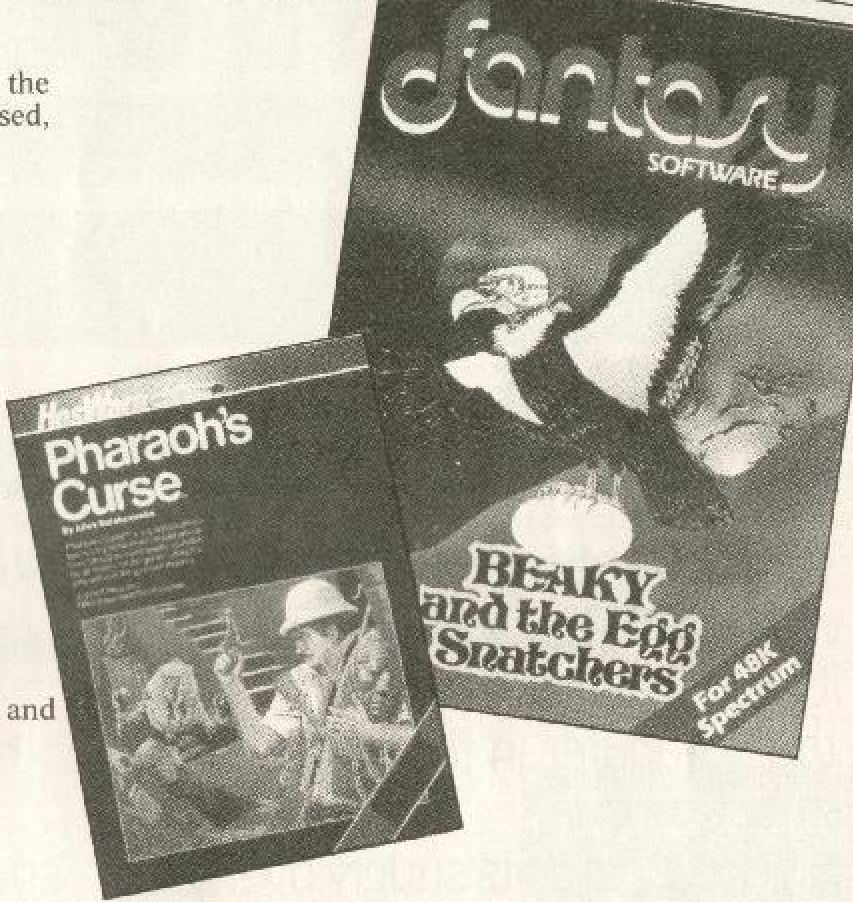
QUO VADIS (Commodore 64)

This vast arcade-adventure from Softek is our Game of the Month. At the time of writing it has not been officially released, but we've been promised the first 100 copies.

1 'The player who conquers it first, we are told
Will win a fine object in silver and gold'
What is it?

2 'This quest is most surely for heroes and braves
For species of aliens inhabit the caves.'
How many species?

3 'The caverns stretch downward for screen after screen,
So deep there are places no mortal has been.'
How deep?



BEAKY AND THE EGG SNATCHERS (Spectrum 48K)

This latest release from Fantasy is packed with excitement and fun – see our review on page 54. It's a PCG hit.

1 'In stage one Egg Snatchers will pose you a test,
But if you are skillful you'll soon fill your nest.'
With what?

2 'Stage two is the time when your little chicks grow,
So make sure you protect them from droplets of snow.'
And from what else?

3 'The chicks in the third stage are ready to feed,
Your task is to give them the food that they need.'
What food?

PHARAOH'S CURSE (Vic 20)

This new platform game from Hesware is amazingly addictive. We've made it a mega-hit – see our review on page 34.

1 'The tomb is a death-trap so deadly and mean,
But a number of treasures is found on each screen.'
How many?

2 'Beware of the Pharaoh, look out front and back,
Or else he'll surprise you with vicious attack.'
Using what?

3 'The flying Avenger is trouble enough,
Bump into him and he'll carry you off!'
Where to?

ENTRY FORM HOT GAMES COMPETITION

NAME...

ADDRESS...

....

The game I'd like to win is (circle one only): *Quo Vadis* (Commodore 64), *Beaky and the Egg Snatchers* (Spectrum), *Pharaoh's Curse* (Vic 20).

The answer to the riddles for my choice of game are:

① ....

② ....

③ ....

These last questions are not part of the competition but just to help us make PCG even better. If you want to write the answers in more detail, please enclose a separate piece of paper.

The things I like best about *Personal Computer Games* are ....

....

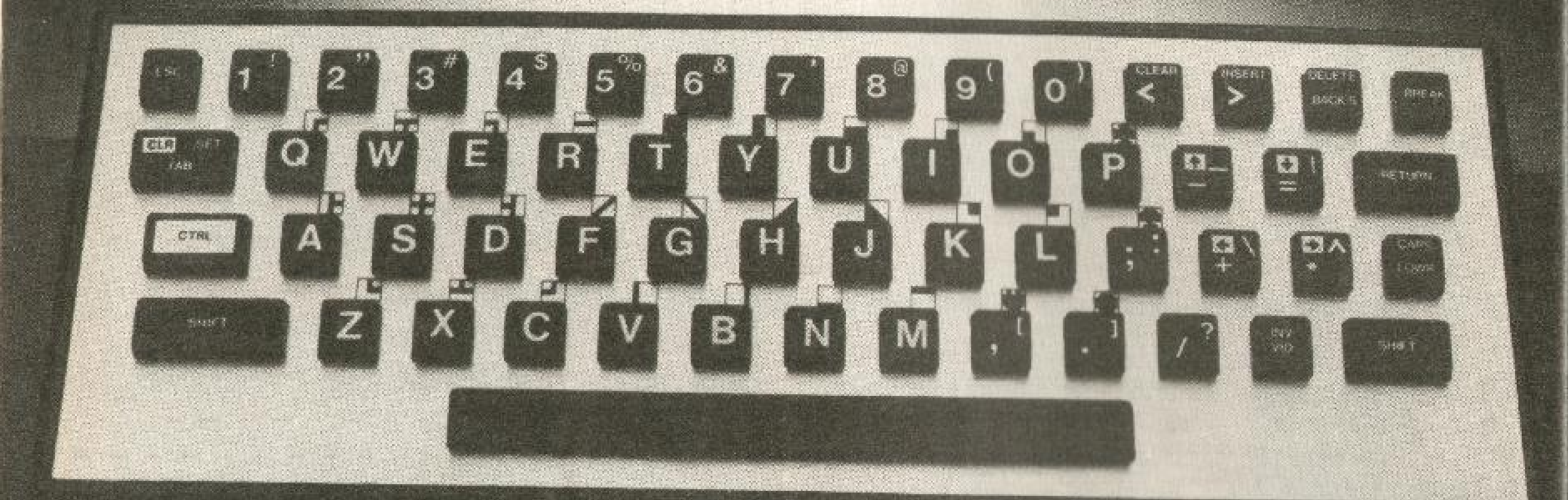
The things I like least about *Personal Computer Games* are..................

....

(Post to:– **Hot Games Competition,** *Personal Computer Games,* 62 Oxford Street, London W1A 2HG)

Entries must be received by first post on Friday 28 September 1984.

A VITAL PIECE OF SOFTWARE FOR ATARI 400 OWNERS.



A RUBBER KEYBOARD.

The flat keyboard of the Atari 400 isn't very satisfactory to use.

It simply doesn't put you in touch with the computer in the same way as a push button one.

Our keyboard fits snugly over your present Atari 400 keyboard and does exactly the same job.

Only it does it better.

It makes programming and game playing so much easier because you know instantly which keys you've depressed.

And by raising the keys it raises the standard of your machine.

To set it up all you have to do is to peel off the adhesive backing and stick it on top of your existing keyboard.

And we're sticking a price on it of only £19.95.

So, whichever way you look at it, it's a keyboard that really stands out.

Filesixty Ltd., 25 Chippenham Mews, London W9 2AN, England. Tel: 01-289 3059.

Please send ________ (qty) Keyboards at £19.95 each (including VAT and P&P).

Enclosed is my cheque/PO made payable to Filesixty Ltd. Please charge my Access ☐

Account ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ ☐☐ ☐☐ Expiry date Total £ ________

Name ________

Address ________

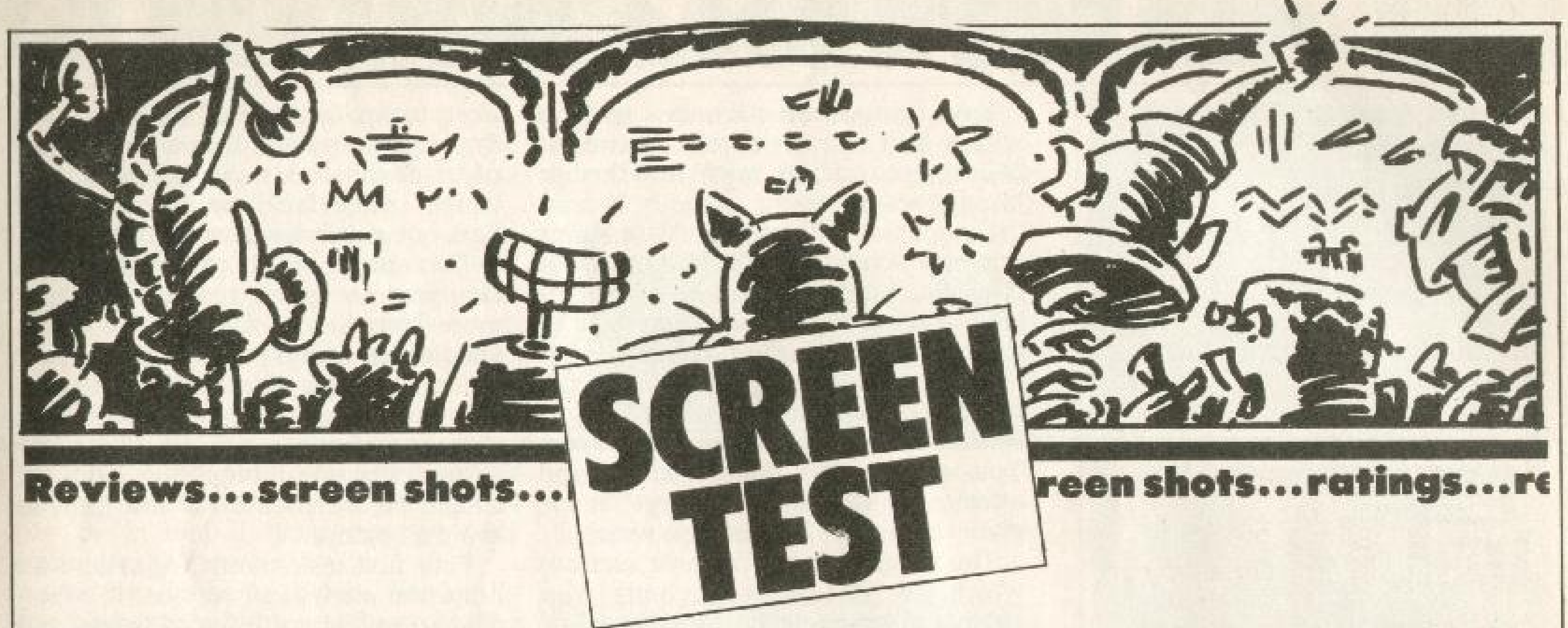
Telephone ________ Signature ________

PCG 3

FILESIXTY

Post to: Filesixty Ltd., 25 Chippenham Mews, London W9 2AN, England. Tel: 01-289 3059.

Trade enquiries welcome.



SCREEN TEST

Reviews...screen shots... ...reen shots...ratings...re

What a scoop! We've managed to get our hands on a completed copy of Softek's new game *Quo Vadis* a month before its release. We were stunned by the enormous challenge offered by the game, and proudly present it as an exclusive Game of the Month. This could be the start of amazing things for Commodore 64 owners.

These fortunate people can also buy the great new Olympics game *Decathlon* and the first micro game to offer recognisable speech without any extra hardware – that's *Tales of the Arabian Nights*. We've made both PCG Hits.

And speaking of hits, Spectrum owners are laughing this month. Take *Match Point* from Psion – if anything it's a better tennis simulation than the excellent one on the Atari. Anyone prone to maternal compassion will break their heart playing the excellent *Beaky and the Egg Snatchers*. And for spectacular graphics you will be hard pressed to beat *Tornado Low Level*, while *Worse Things Happen at Sea* is one of the best things ever to happen on land.

We only managed to track down one new Vic 20 game this month but, mummy, it's a scorcher. A platform game located in a pharaoh's tomb and packed with original touches.

This month also sees our first Amstrad reviews. Nothing sensational yet but we've a hunch this machine could be very big.

Your reviewers this time are Peter Connor, Steve Cooke, Chris Anderson, Bob Wade, Paul Turner, Tony Takoushi and Samantha Hemens. All ratings are out of ten. And do remember that the graphics ratings cover animation and smoothness of movement as well as the basic screen picture – you can't judge graphics just by looking at the screen shots.

STARTING 27 SPECTACULAR PAGES

● PHARAOH'S CURSE

● MATCH POINT

● QUO VADIS

GAME: THE STING
MACHINE: BBC
CONTROL: KEYS
FROM: GEMINI, £9.95

Here's a game to get a bee in your bonnet. Harassed by a pesky bumble bee, called Sting, your bear must collect fruits and flowers in the bounds of a geometric shape.

Your brave bruin starts in a triangle with a fruit in each corner. You must collect these and not bump into the bee buzzing around.

Completion will get you on to a bonus screen which purports to be a maze but is just four blue columns with a randomly positioned gap in each. You have to reach your cub at the bottom right.

Deadly mushrooms move down the spaces between columns where Sting is likely to pop up and provide the greatest threat. Failure doesn't result in the loss of a life but ends the bonus screen, which seems fairly pointless since it does not get any harder.

The shape of the main play area changes to a square, hexagon and later more complicated figures. The edible goodies are always placed in the corners or on outcrops. The number of munchies increases with four on the second

GAME: STAR FORCE SEVEN
MACHINE: BBC
CONTROL: KEYS
FROM: MIND GAMES

Your Emperor, Justin II, has sent you on a hazardous mission to save the Terran Empire from the evil Zurgs.

In a strategy game in the *Star Trek* mould you command Star Force Seven. You explore a 26-star galaxy and attempt to destroy the Zurgs' home planet or capture 25 planets to win.

The program loads in three sections which give you the instructions, your choices of game selection and the actual program. Once you've finished the second stage there's no way to alter the scenario other than to reload the tape.

This I discovered to my cost with the sound, which once selected hammered at my ears all through the game. It should be switched off if you want to avoid migraines.

Your first task should be to find an industrial planet and conquer it, otherwise you rapidly run out of energy and resources. This is most easily done by consulting your intelligence gatherers, spy ships and scout craft.

Having found an enemy industrial planet you can soften it up with a

GAME: SNORTER
MACHINE: BBC
CONTROL: KEYS
FROM: BEEBUG, £7.50

Snorter is an original and challenging game with slight similarities to *Pengy*.

You find yourself in a walled-in enclosure. Piles of blue bricks lie on the ground and in another part of the maze a snake is wriggling towards you.

As in *Pengy* you must slide the blue bricks across the floor and trap or crush the snake. Don't rejoice too soon, however, as other snakes are appearing all the time and you don't have unlimited time to deal with them.

As soon as you've despatched the required number of reptiles, the screen clears and you find yourself in another enclosure with – yes, you guessed – more snakes and fewer blue bricks to bash them with.

The snakes grow a little more intelligent and a little more determined in each level. You have three lives, but lose one each time you bump into a reptile's head. At the higher levels they become a real menace and you have to move very fast.

As you play your energy is constantly depleting and at first I found I had only

GAME: BRAINSTORM
MACHINE: BBC B
CONTROL: KEYS
FROM: VIRGIN, £7.95

Brainstorm is an unusual two-player game which combines the excitement of combat with the challenge of careful strategic thinking.

Each player controls a laser base, owns a 'brain', and has a supply of 'reflective prisms'. The aim of the game is to destroy your opponent's brain.

The screen is divided into a grid, and the two laser bases are located opposite each other on the left and right sides of the grid. Each player takes it in turn to fire his laser across the grid in an attempt to wipe out his opponent.

The grid is littered with prisms which deflect the laser beam in different directions, according to their 'reflective index'. You can only discover how a certain prism will deflect your beam by firing at it. Needless to say, both brains are well shielded by prisms.

You could of course just keep firing at all the prisms, hoping that you'll hit one which will reflect your beam onto your opponent's brain. Chances are, however, that this won't be possible, and this is where your own supply of prisms comes in handy.

GAME: ENIGMA
MACHINE: BBC
CONTROL: KEYS
FROM: BRAINBOX SOFTWARE

Card game in which you must work out the whys and wherefores of the way your computer plays its hand.

Some cards are rejected, others accepted according to one of five rules. Can you study the pattern and deduce the rules? Will you even want to know? Rather clumsily programmed in Basic, this may give some satisfaction to obsessive puzzlers but not to anyone else. **SC**

GRAPHICS	2
SOUND	1
ORIGINALITY	7
LASTING INTEREST	4
OVERALL	3

GAME: DIGGER
MACHINE: BBC
CONTROL: KEYS
FROM: VISIONS, £5.95

Tunnel around killing the red goggle aliens – Footas – and the green dragons – Pubars – by either blasting them three times with some sort of gun or by digging away the earth so that the rocks drop on them.

Yes, folks, it's *Dig-Dug* time again. And a pretty dull version it is, too, with merely average graphics and very ordinary sound.

Mining's more fun than this. **PC**

GRAPHICS	5
SOUND	4
ORIGINALITY	1
LASTING INTEREST	2
OVERALL	3

GAME: BLOCKBUSTER
MACHINE: BBC
CONTROL: KEYS
FROM: MICRO POWER, £7.95

This is a cute variation on the *Q*Bert* theme set on an arrangement of blocks which is supposed to be the Giant's Causeway in Ireland. Harvey the Bunny is jumping around to find the Elixir of Life. Trying to stop him are Reynard the Fox, cascading balls and a guano-excreting bird. The usual diagonal movement and the usual task of colouring the squares. Nice graphics – even if a little hazy – but dull sound. **PC**

GRAPHICS	7
SOUND	4
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	6

screen, 12 on the fifth and so on.

The fruits and flowers have to be eaten in the right order and this is shown at the top of the display.

Logs and mushrooms also appear on later screens and these get in your way though the logs don't kill you. Also appearing is an aerosol, which I had hoped could be picked up and sprayed at Sting. Unfortunately you only have to pass over it to freeze him for a while.

Your bear is not very convincing when he walks and his arms are curiously coloured blue. But it's a cute game and if zapping is not your thing you might well enjoy it. **BW**

GRAPHICS	5
SOUND	6
ORIGINALITY	6
LASTING INTEREST	6
OVERALL	6



bombardment but this costs valuable energy. The next stage is for your fighters to go in and if these triumph your soldiers go to work.

Victory leads to a base for replenishing energy, fighters and men but the excitement of conquest is muted.

You may also attack enemy fleets and a display shows the number of ships on both sides and the progress of the battle.

The defence of the galaxy must be completed in 120 turns but you are awarded points for whatever you manage to complete. **BW**

GRAPHICS	4
SOUND	3
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	5



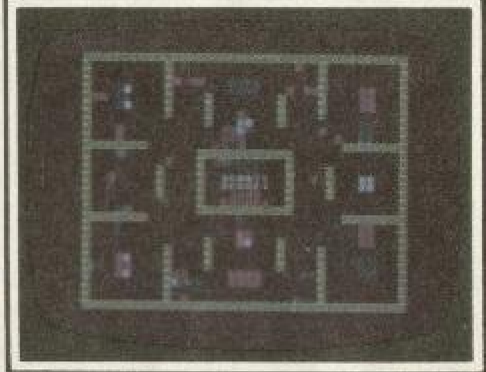
just enough time to despatch the snakes in each screen.

Once you get more skilled you can start developing fancy tactics, trapping the snakes in separate parts of the maze and then knocking them off two or three at a time.

Snorter is another in the long and honourable tradition of noisy BBC games but you can turn off the sound if it drives you mad (which it probably will).

The graphics are a little crude but the action is fast and becomes really testing at the higher levels. **SC**

GRAPHICS	4
SOUND	3
ORIGINALITY	6
LASTING INTEREST	6
OVERALL	5

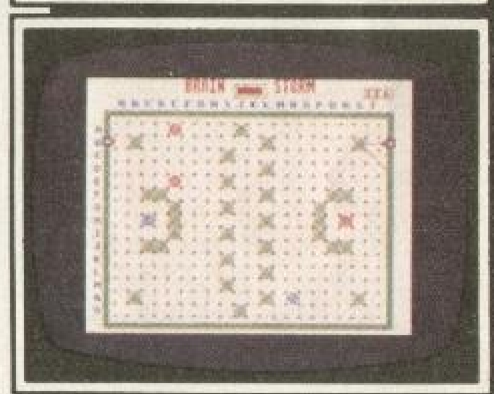


Apart from one or two simple restrictions, you can place a prism anywhere on the grid. More importantly, before placing it, you can determine its 'reflective index', and therefore in which direction it will reflect.

Careful planning is needed to both ensure yourself of a shot at the enemy and also block your opponent's attempts.

Brainstorm is an original game that should appeal to anyone who isn't too concerned with speedy action and alien blasting. It will repay careful planning and practise. **SC**

GRAPHICS	4
SOUND	4
ORIGINALITY	9
LASTING INTEREST	6
OVERALL	5



GAME: ESCAPE FROM MOON BASE ALPHA
MACHINE: ELECTRON
CONTROL: KEYS
FROM: MICRO POWER, £7.95

Joey has to save the Doctor who's imprisoned on level 7 of the Moon Base. You guide Joey through the rooms and help him to negotiate the monsters, including Marvin, who will – literally – bore you to death. The game won't do the same because, although it's a conversion of a pretty old BBC program and has rather flickery graphics, there's plenty to think about and do. **PC**

GRAPHICS	4
SOUND	4
ORIGINALITY	5
LASTING INTEREST	6
OVERALL	5

GAME: BATTLE PLANET
MACHINE: BBC
CONTROL: KEYS
FROM: ISP, £6.95

Civilisation is threatened by the alien Battle Planets and the only way you can save it is by going down one of those familiar 3D trenches with your plasma bolts and photon cannon. The game begins with a horrible whining noise which reaches a crescendo as the screen is formed. There are too many keys to juggle with and you often seem to die for no apparent reason. **PC**

GRAPHICS	5
SOUND	2
ORIGINALITY	2
LASTING INTEREST	2
OVERALL	3

GAME: KILLER GORILLA
MACHINE: ELECTRON
CONTROL: KEYS, JOYSTICK
FROM: MICRO POWER, £7.95

At last – some satisfaction for ape-loving Electron owners. This is a faithful conversion of the BBC *Donkey Kong* game of the same name.

That means excellent graphics and sound and a game which will keep you at it till you've saved that cute little girl from those hairy clutches.

Strangely, the game is much easier than on the BBC – perhaps Micro Power think that mere Electron owners haven't got what it takes. **PC**

GRAPHICS	7
SOUND	6
ORIGINALITY	2
LASTING INTEREST	6
OVERALL	6



WORLD CUP



'AMAZING ANIMATED GRAPHICS'
SPECTRUM 48K £6.95
WORLD CUP SOCCER
TEL: 0401 43553



ARTIC COMPUTING LTD

Main Street, Brandesburton, Driffield YO25 8RL

Cheques and PO's payable to Artic Computing Ltd
Dealer enquiries welcome.
Access and Barclaycard welcome.

TEL: 0401-43553

WARNING: These programs are sold according to ARTIC COMPUTING LTD's terms of trade and conditions of sale. Copies of which are available on request.

Send S.A.E. (9in. × 6in.) for FREE catalogue of our wide range of programs

To: Artic Computing Ltd, Main Street
Brandesburton, Driffield YO25 8RL

Please supply ______

*Cheque for total amount enclosed £ ______

Name ______

Address ______

*Access/Barclaycard No. ______ 80–9

*Please delete or complete as applicable

BBC • BBC • BBC • BBC • BBC

GAME: LASER REFLEX
MACHINE: BBC
CONTROL: JOYSTICK, KEYS
FROM: TALENT COMPUTER SYSTEMS, £7.95

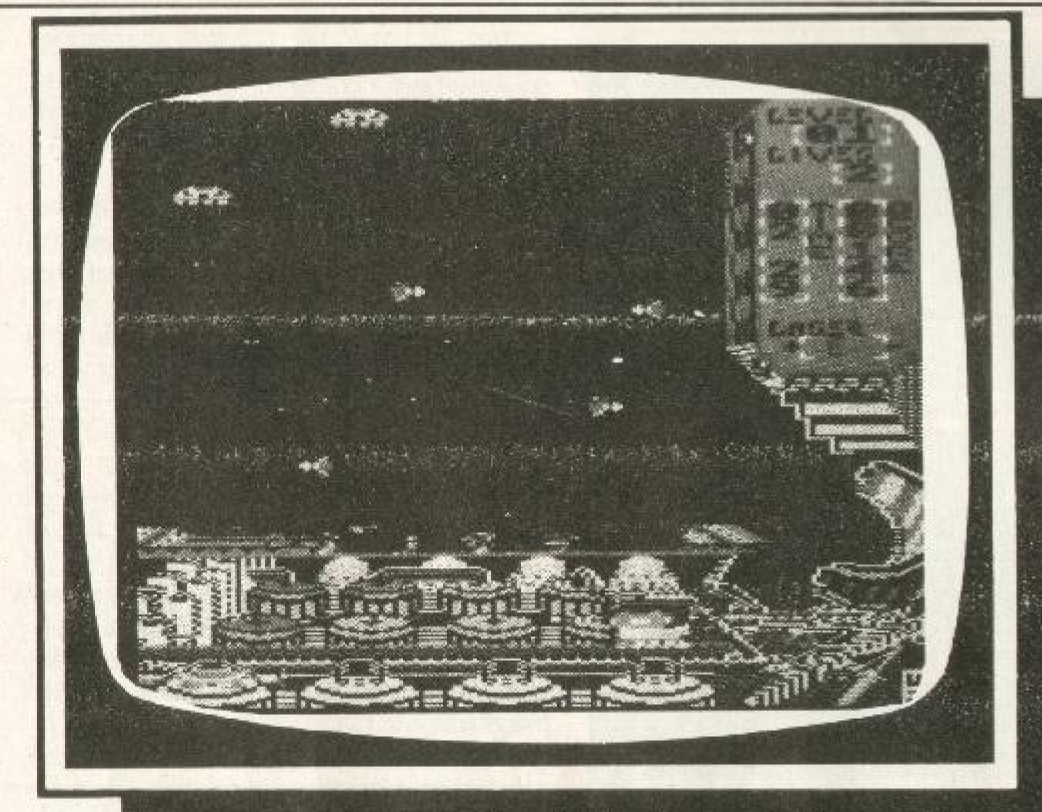
For those of you who've ever wanted to be in charge of a remote asteroid refuelling base – here's your chance! Using a 'Mirror-Angle Laser', you have to destroy 'drones' and 'pirates', both of which are trying to steal your precious liquid oxygen.

The graphics are chunky and colourful, and the sound is in regular mega-zap style, but the game itself is rather repetitive, since you get the same old set of baddies in each wave.

There's no rest for that trigger finger though, since no interval occurs between levels. The screen just changes from one pretty colour to another and the little display ticks over telling you how many waves you've managed to exterminate.

It also tells you how much energy you've got left, the time it's taking you to kill off the aliens and your score – which, if you get over 2,000 points puts you on the high score table, containing room for no less than...one entry!

The sharper the angle you fire at (by moving closer to the mirror at the far right of the screen), the more points you get. The trouble is more aliens will get past your defences so you're likely to have all your oxygen nicked rather quickly that way.



● Zapping the aliens with the mirror laser

When a silo is all but empty, the screen will flash red, warning you that the dastardly drones have nearly managed to siphon away your oxygen.

You've got four silos, and when one has been totally drained the top of it changes colour. Once all four are empty, I'm afraid you're dead, and you immediately return to the title screen – a sight for sore eyes – it's bright green.

I'm sorry Talent, but this one didn't have the whole office crowding round raring to have a go. **SH**

GRAPHICS	7
SOUND	6
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	6

GAME: POSITRON
MACHINE: ELECTRON
CONTROL: KEYS
FROM: MICRO POWER, £6.95

A reflex shoot-'em-up where nine waves of aliens descend on you, to be blown out of the sky.

The attack waves start with some standard Space Invaders called Cybers and progress to Spazmoids, Hep-Heps and Bum-fluffs (honest!). These later waves descend in more random movement than the first.

Just perfect for all of you out there with itchy trigger fingers. **BW**

GRAPHICS	6
SOUND	5
ORIGINALITY	3
LASTING INTEREST	6
OVERALL	6

GAME: VORTEX
MACHINE: ELECTRON
CONTROL: KEYS
FROM: SOFTWARE INVASION, £7.95

Unless you really want to be drawn into the 'black void' you have to be quick on the fire-button and controls in this fine conversion of a good BBC 3D space game.

High-res black and white graphics give you the feel of hurtling through space. First, blast the fighters with your laser torpedoes, then weave through the asteroid storm. Then do it again. Not much variety, but very playable. **PC**

GRAPHICS	6
SOUND	4
ORIGINALITY	3
LASTING INTEREST	4
OVERALL	5

GAME: CAESAR THE CAT
MACHINE: BBC MODEL B
CONTROL: JOYSTICK, KEYS
FROM: MIRRORSOFT, £6.95

Here's that purty liddle puddy-tat catchin' mices on your Beeb. Pwetty gwaphics, adorwable liddle puddy, and norty, norty mices!

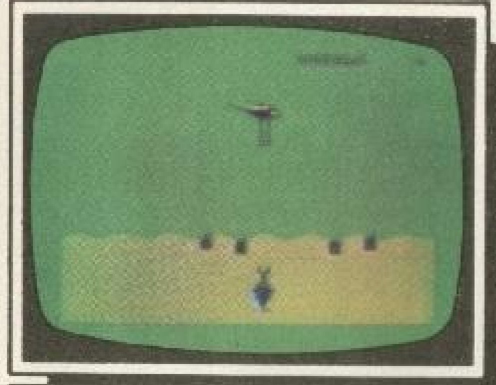
Der mices eat der food, and bwave Caesar jumpth up and down the thcreen, taking care not to knock over der plateth and der teapot. Gwate fun for der kidth, vewwy owiginal game, nicens muthic, but I tink it won't keep der gwown-upth pwaying for long. **SC**

GRAPHICS	8
SOUND	7
ORIGINALITY	9
LASTING INTEREST	4
OVERALL	6

GAME: ARENA 3000
MACHINE: ELECTRON
CONTROL: JOYSTICK, KEYS
FROM: MICRODEAL, £8.00

It's the year 3000. In the arena humanoids are being hunted by the mutants. But things haven't moved on much between now and then, because this game is merely a version of *Robotron*. As such, it's OK – your man rushes around frenetically enough blasting away at the mutants. But this is a game strictly for fans of the genre. **PC**

GRAPHICS	5
SOUND	4
ORIGINALITY	2
LASTING INTEREST	3
OVERALL	4



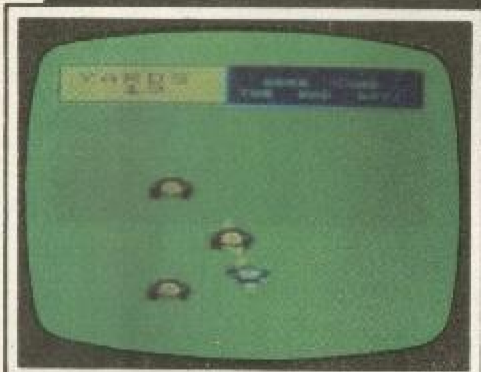
GAME: JAWS
MACHINE: DRAGON 32
CONTROL: KEYS, JOYSTICK
FROM: ALLIGATA, £7.95

First you were afraid to go back in the water, now you'll be afraid to go back to your keyboard – it's Jaws time on the Dragon!

In trying to rescue the survivors of a sinking ship with your helicopter you face not only marauding sharks, but also ships trying to blow you out of the sky.

The game is in two stages, the first being to locate the bedraggled seafarers in an area of sea that is patrolled by hostile ships.

You are provided with x and y coordinates for the survivors and must home in on them. The ships that try to shoot you down are just blobs and continue to appear the longer you take.

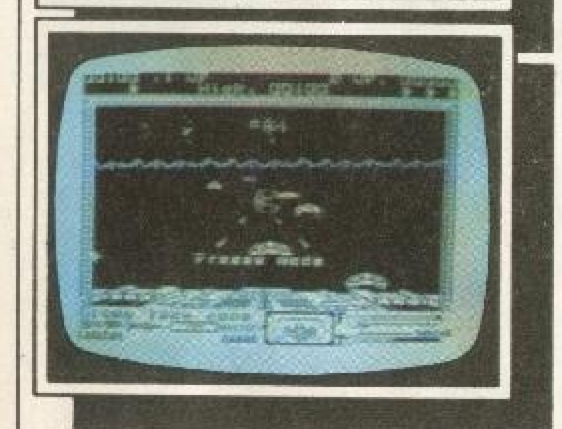


GAME: SUPERBOWL
MACHINE: DRAGON 32
CONTROL: JOYSTICK
FROM: CABLE SOFTWARE, £6.95

I pleaded to be able to review this game because of my love of American football, therefore I was all the more disappointed by the inadequacies of this program.

Far from it being a full version of pro-football it was merely a matter of catching a ball and seeing how far you could run with it. Not exactly my idea of Superbowl.

Floyd is a wide receiver for the Dallas Cowboys and has four plays to get the ball as far as possible up the field. The ball appears at the top of the screen and spins towards you. You must move to the ball and press the fire button to catch it.



GAME: 3D LUNATTACK
MACHINE: DRAGON 32
CONTROL: CURS, JOYSTICK
FROM: HEWSON, £7.95

This is the third of the games revolving around Earth's struggle with the Seiddabs. You must fly your Z5 Luna Hover Fighter through three zones of Seiddab defences to get to the command base and destroy it.

The display presents you with a forward view from your cockpit with the instruments at the bottom and the rest of the screen devoted to a 3D representation of a planet surface.

Temperature, fuel, armament, radar and navigation gauges all keep you informed of your progress. Cross-wires on the screen indicate your direction and also that of the weapons you fire. If they are lowered to the bottom of the screen, converging lines appear to guide you to the command base.

The first part of the mission consists of

★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG



N • VIC 20 • DRAGON • VIC 20

When you find them you are shown hovering over five men in the water with a ladder hanging from the chopper. The ladder has to be lowered to the survivors one at a time and they crawl up it extremely slowly. Wouldn't you if you were half-drowned ...?

Sharks cruise around below the surface and occasionally launch themselves upwards to grab hold of a survivor and drag him below the waves.

The sharks can be depth charged but you cannot drop these while someone is climbing up the ladder.

The first screen gets harder with more ships appearing on further visits but the rescue mission remains in the same format. The really annoying thing is that you have to use the keys for the first screen and a joystick for the second which is completely illogical.

The game won't hold your attention for long since it lacks variety. It's also disappointing that there are no sounds of crunching bones when a struggling swimmer is munched. **BW**

GRAPHICS	5
SOUND	4
ORIGINALITY	6
LASTING INTEREST	3
OVERALL	5

Once you've caught it Washington Redskin linemen start to appear and try to knock you down. If they succeed you are informed that 'Floyd eats Astroturf.'

Once all the downs are completed you are told the total and average rushing yardage, how many plays you completed and how many touchdowns you scored.

The fire button can be used to increase your speed, but it has little effect. Floyd was far too slow to be able to score a touchdown, and the furthest I managed to get was 51 yards in four downs.

The lack of realistic features spoiled the game, since you only have to get ten yards in four downs in the National Football League, I don't know why you have to go all 100 in this program.

I have seen many better versions of American Football on machines in the States, this one is just trying to cash in on the popularity of the sport on television at the moment. **BW**

GRAPHICS	4
SOUND	4
ORIGINALITY	7
LASTING INTEREST	3
OVERALL	4

destroying or avoiding DAB tanks. These can fire back and each hit you sustain raises the hull temperature until you overheat and crash in a flurry of sparks.

The terrain changes slightly for the next zone with small peaks appearing in the foreground. The enemy here are aerial mines which explode if you approach too near, this also increases the hull temperature.

The last line of defence is made up of missile silos. Dodge the rockets and it's on to the base.

Through all three zones are Hover Fighters which you pick up first on your radar as numbers on the screen indicating their proximity.

Tanks, mines and silos can be destroyed with laser fire, as can Hover Fighters. The enemy fighters can also be hit by missiles at long range when they're only blips on the radar.

The attack waves are long and to reach the command base without running out of fuel you have to stay on course most of the time. However constant movement is essential if you are to avoid overheating.

This is another excellent game in the series although some of you may find it a little repetitive. **BW**

GRAPHICS	8
SOUND	6
ORIGINALITY	4
LASTING INTEREST	7
OVERALL	8

HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★

GAME: PHARAOH'S CURSE
MACHINE: VIC 20 + 16K
CONTROL: JOYSTICK
FROM: HESWARE, £9.95

There's certainly a curse on the player in this game. Once you start playing, you just can't stop.

The game loads in only 60 seconds, thanks to a reliable turbo-loading system. Who wants to hang around when there are 15 spine-chilling screens to get stuck into?

Your joystick controls a small animated figure whose objective is to explore the underground caverns of the Pharaoh's tomb, collecting treasure and doing his best to avoid sudden death.

There is one treasure to be collected on each screen, together with the occasional key that allows access to one of several 'secret passages'.

Each screen is littered with rock-falls that block your path, ropes to climb up, chasms to fall down, and traps to avoid. There are one-way passages, sliding barriers, and elevator shafts as well.

Movement relies on careful joystick control. You can jump, climb, and move in any direction. Pressing the fire-button will loose off a round from your trusty Smith & Wesson in the direction you're facing.

Luckily for you there's an inexhaustible supply of bullets. You'll need them to deal with the Pharaoh, who has a nasty habit of materialising right beside you and hurling a poison dart in your direction. You can't kill him, but if you hit him he dematerialises again – for a while.

You'll also have to deal with a Mummy, a pal of the Pharaoh who also comes and goes at will, taking pot-shots at you. The Mummy is invulnerable, but a well-aimed bullet will give you a moment's break.

The only other living inhabitant of the tomb is the Winged Avenger. He doesn't do you any harm, but if you bump into him as he flies about the tombs he'll pick you up and carry you off to another screen. This is bad news if you're carrying a key at the time because you'll lose it on the way.

The Winged Avenger can sometimes be useful for getting out of a sticky situation – if you can get to it in time. And of course, there's no guarantee that it won't dump you in a worse plight than you were in before.

Ooops! I almost forgot the traps. Jolly good fun, the traps. As you wander about you notice little warts on the floor. Without warning they will suddenly burst into life, with fatal results if you happen to be too close. Bubbling pits, razor-sharp tridents, and bouncing springs will all keep you on your toes.

You're constantly having to time your runs along the walkways and judge the moment when the trap won't be sprung.

The basic idea behind *Pharaoh's Curse* isn't particularly new, but there are enough original touches to give a unique feel to the game. The program is visually attractive, easy to grasp, and great fun to play.

Just one word of warning – on the packet it says that no RAM expansion is required, but in fact you need a 16K add-on to run the program. If you don't have a 16K RAM pack, then this game is the best excuse I know for going out and buying one. **SC**

GRAPHICS	7
SOUND	6
ORIGINALITY	6
LASTING INTEREST	9
OVERALL	8

GAMES . . . GAMES . . . GAMES

THE VIRGIN COMPUTER GAMES SERIES

££££'s of Entertaining Games for only £2.95

Each book contains more than 20 quality games programmes, each one specially written for the series and unavailable elsewhere. Moving graphic games, arcade games, reflex flexers and brain stretchers are all here and guaranteed to provide hours of entertainment.

Only £2.95 each



- GAMES FOR YOUR ZX 81
- MORE GAMES FOR YOUR ZX 81 (£3.50)
- GAMES FOR YOUR ZX SPECTRUM
- MORE GAMES FOR YOUR ZX SPECTRUM (£3.50)
- GAMES FOR YOUR VIC 20
- MORE GAMES FOR YOUR VIC 20
- GAMES FOR YOUR BBC MICRO
- MORE GAMES FOR YOUR BBC MICRO
- GAMES FOR YOUR DRAGON
- MORE GAMES FOR YOUR DRAGON
- GAMES FOR YOUR ATARI
- GAMES FOR YOUR ATARI 600XL
- GAMES FOR YOUR TRS 80
- GAMES FOR YOUR ORIC
- MORE GAMES FOR YOUR ORIC
- GAMES FOR YOUR COMMODORE 64
- MORE GAMES FOR YOUR COMMODORE 64
- GAMES FOR YOUR ACORN ELECTRON
- GAMES FOR YOUR TI 99/4A

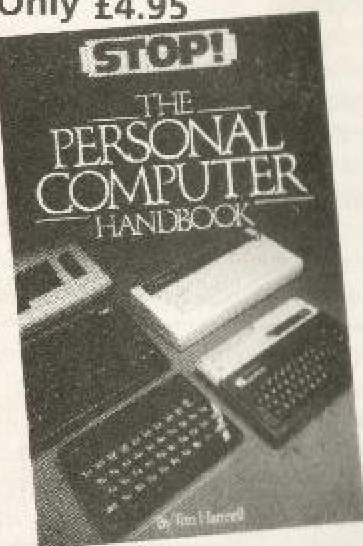
THE PERSONAL COMPUTER HANDBOOK

3rd Annual Edition

TIM HARTNELL

The complete guide to selecting and using small computers, including an explanation of how they work and what they can do for you, a detailed analysis of the available systems on the market and how to buy them, and how to get the most from your computer with an extended step-by-step guide to programming.

Only £4.95

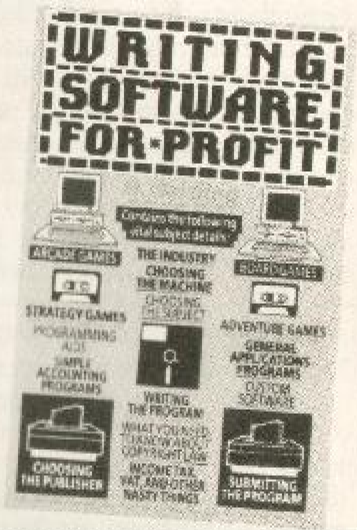


WRITING SOFTWARE FOR PROFIT

A.J. HARDING

Most software authors begin writing programs at home and many have dreams of seeing their hardwork published. With this in mind, this book examines how to choose the right machine and the right computer software before explaining in depth the best approach to program writing and submitting your finished program.

£4.95



Available from all good bookshops, or direct from the publishers adding 12½% to the price of each book ordered to cover our postage and packing. Please make cheques/P.O's payable to Virgin Books and send to: Computer Books Offer 1. Virgin Books, 61–63 Portobello Road, London W11 3DD

COMPUTER DUNGEON

UK'S LARGEST SELECTION OF SOFTWARE – FREE FAST MAIL ORDER SERVICE

PLEASE PHONE FOR AVAILABILITY ON HUNDREDS OF OTHER TITLES

SPECTRUM	
Codename Mat	£5.95
Defenda	£5.95
Mugsy	£5.95
3D Tank Duel	£5.95
Automania	£5.95
Matchpoint	£7.45
Jet Set Willie	£4.50
Fighter Pilot	£7.95
Night Gunner	£6.95
War of the Worlds	£4.95
Trashman	£5.95
Cavalon	£5.90
3D Lunattack	£7.50
Blade Alley	£5.50
Les Flics	£4.25
Moon Alert	£5.50
Scrabble	£12.95
Jetpac	£3.95
Pogo	£5.90
Thrusta	£3.95
Factory Breakout	£5.95
Full Throttle	£6.45
Lord of Midnight	£8.95
Automania	£5.95
Twilight Zone	£5.95
Scuba Dive	£5.50
TLL	£5.95
Beaky	£5.50
Antics	£5.95
Kosmic Kanga	£5.95
Ad Astar	£5.95
Stop the Express	£5.95
Sabre Wulf	£8.50
Orc Attack	£6.95
Hulk + Mag	£9.45
Psytron	£7.95
White Lightning	£13.95
Jack & the Bnstlk	£5.95

COMMODORE	
Valhalla	£13.95
Android 2	£5.95
Sheep in Space	£6.45
Hulk + Mag	£9.45
Ice Hunter	£6.95
Gilligan's Gold	£5.95
Falcon Patrol	£7.00
Blagger	£7.95
Chuckie Egg	£7.45
Killerwatt	£7.95
Loco	£7.95
Solo Flight	£12.95
Bongo	£7.95
Aztec Chall	£7.95
Forbidden For	£7.95
Bozo's Night Out	£6.50
Trashman	£6.95
Cavalon	£6.90
China Miner	£7.00
House of Usher	£6.95
Petch	£6.95
Space Pilot	£7.95
Wheres My Bones	£7.00
Super Pipeline	£6.95
Encounter	£8.95
Black Hawk	£7.95
Ghouls	£6.95
Revelation	£6.95
Wimbledon	£6.95
Arabian Nights	£6.95
Beach Head	£8.95
Bongo	£7.95
Zodiac	£7.95
Aquanaut	£6.95
Escape	£6.95
Star Trooper	£6.00
Son of Blagger	£7.95
Caverns of Khafka	£8.95

BBC	
Fortress	£7.95
Penguin	£7.95
Twin K Valley	£9.50
Pinball	£7.95
Challenger	£7.95
Frenzy	£7.25
Hunchback	£7.95
Crazy Painter	£7.95
Frak	£7.95
The Mine	£7.95
Jet Power Jack	£7.95
Ghouls	£7.95
Battle Tank	£7.45
Overdrive	£7.45
Cosmic Cruiser	£5.50
Aviator	£13.95
A Maze in Space	£7.95
Vortex	£7.95
Stock Car	£7.25
Rubble Trouble	£7.25
Snooker	£8.95
Dare Devil Dennis	£7.95
Blockbuster	£7.25
Dambusters	£7.95
Bug-Blaster	£7.95
Eagle Empire	£7.95
Webrunner	£7.95
Chuckie Egg	£7.90
Cylon Attack	£7.90
Missile Control	£7.95
Mr Wimpy	£7.95
Spooks and Spiders	£7.95
Eagles Wing	£7.95
Blagger	£7.95
Omega Probe	£7.95
Bed Bugs	£7.95
Saloon Saly	£4.95
Star Striker	£7.95

ORIC	
Harrier At	£6.95
Scuba Dive	£6.95
Xenon-1	£8.00
Zorgons Rev	£8.00
Loki	£6.45
Hunchback	£6.90
Mr Wimpy	£6.90
Centipede	£4.95
Hopper	£4.95
Ultra	£4.95
Light Cycle	£4.95
Invaders	£4.95
M.A.R.C.	£5.50
Oricmon	£4.95
Electrostorm	£5.50
Lone Raider	£7.95
Super Meteors	£6.95
Gravitor	£6.95
Quack A Jack	£6.95
Pasta Wars	£5.50
Rat Splat	£6.95

VIC 20	
Lazer Zone	£6.00
The Pit	£6.95
Hell Gate	£7.00
Space Swarm	£5.95
Space Joust	£5.95
Bongo	£7.95
Snooker	£8.95
Flight Path 737	£7.95
Bewitched	£5.50
Matrix	£6.00
Chariot Race	£6.00
Star Defence	£6.00
Grid Runner	£6.00
Max	£4.95
Minitron	£4.95

ZX81	
Krazy Kong	£3.45
Hopper	£3.45
49'er	£5.45
Sea Wolf	£3.95
Caster Adv	£2.95
Phoenix Adv	£2.95
Othello	£2.45
Breakout	£2.45
Brickstop	£2.45
Zaraks	£4.95
Dodgems/Connect 4	£2.45
3D Defender	£4.95
3D Monster Maze	£4.95
The Gauntlet	£3.45
Croaka-Crawla	£3.45
Maze Death Race	£3.45

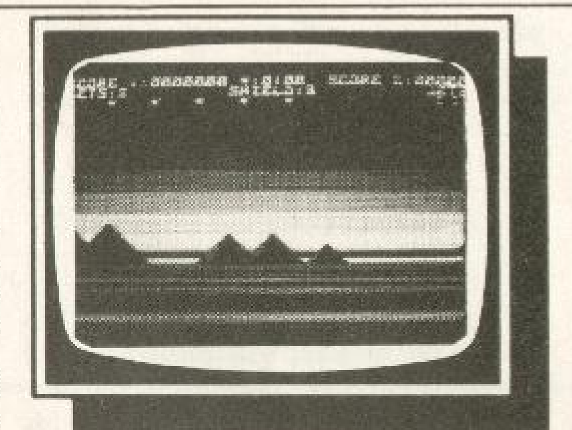
ELECTRON	
Chuckie Egg	£7.90
Kamakazi	£7.90
Mr Wiz	£7.95
Dare Devil Denis	£7.95
Twin K Valley	£9.50
Invaders	£7.95
Guardian	£7.95
Danger UXB	£7.95
Centipede	£7.95
Super Golf	£7.50
Gorph	£7.95
Luna Rescue	£7.45
Moonraider	£7.95
Galactic Com	£7.95
Croaker	£7.95
Cylon Attack	£7.95
747	£7.50
Blagger	£7.95
Vortex	£7.95
Cybotron Mission	£7.95
Pinball	£5.95

Please phone for prices on full range of Joysticks, Interfaces & Disks

★ Postage and packing free ★ ★ Goods sent – same day as order received ★

Please send postal order or cheque with order to 130 London Road, St Albans, Herts AL1 1PQ. (St Albans) 56351

GAME: ATTACK OF THE MUTANT CAMELS
MACHINE: ATARI 400/800
CONTROL: JOYSTICK
FROM: LLAMASOFT, £7.50



GRAPHICS	9
SOUND	7
ORIGINALITY	4
LASTING INTEREST	6
OVERALL	7

Jeff Minter decided to take a break from the Commodore 64 and do a game for the Atari (don't fear '64-owners he'll be back on the 64 for his next game!).

The game he chose to do was *Attack of the Mutant Camels*, an early classic for the 64, now considerably enhanced both in visuals and sound.

The aim in *AMC* is to destroy the mutated neutronium-spitting camels as they try to invade Earth. Fearless flyer that you are, you must use a *Defender*-type scanner to locate and destroy them before Earth is overrun.

Your craft has nine shields, a shield being lost on contact with a camel or one of its bullets. The camels' missiles vary in intelligence; some simply fly by you whilst others home in and follow you around the screen – these are MEAN!

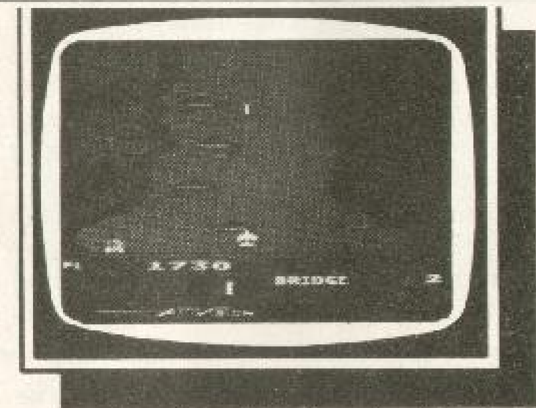
As with *Sheep in Space* on the Commodore 64, your craft has true inertia playability. In effect this means that both acceleration and deceleration are proportional to the amount of joystick toggling.

This feel of inertia initially makes *AMC* very hard to play but after a little dedicated practice I was converted and camel zapping came quite naturally.

If you destroy all the camels in one zone you hyperspace to the next zone (there being 25 in all). But it's not that simple; as you hyperspace there are three rockets diving towards you which must be avoided or a craft is lost.

This game was designed for the 16K Atari and in that class I know of no other game that equals it, but when played on a 48K Atari it lacks a certain depth. The graphics and sound effects are truly 'awesome' in the best Minter tradition and for all 400/600 Atari owners it comes highly recommended. **TT**

GAME: RIVER RAID
MACHINE: ATARI 400, 800, XL
CONTROL: JOYSTICK
FROM: ACTIVISION, £29.95



GRAPHICS	8
SOUND	6
ORIGINALITY	2
LASTING INTEREST	7
OVERALL	6

A perilous voyage down the River of No Return awaits you in this testing game converted from the VCS system.

You don't go in a boat. Oh no. You have a powerful jet-fighter blasting just about everything in your path, which, as we all know, can be a very enjoyable pastime.

The game is in effect a 3D shoot-em-up with vertical scrolling of great smoothness and has certain affinities with *Scramble*. But your view is from above and the skill lies in lateral rather than vertical movement.

At the beginning of the game hazards encountered on the river itself include battleships, helicopters and balloons, all moving from side to side. You can either destroy them with a burst of missile fire or avoid them by banking left or right – a very realistic game-feature.

Naturally, you must also refuel. This is accomplished by passing over the fuel depots scattered along the river. The slower you move over them, the more fuel you take on board.

After you've blasted your way through a few bridges the going gets pretty tough: enemy fighters foul up your flight path, everything moves much more quickly and the river becomes fiendishly narrow.

River Raid's graphics are colourful and exceptionally smooth making a shoot-'em-up of superior quality. It'll take a good few missions before you'll get through to bridge 50. **PC**

GAME: FLAK
MACHINE: ATARI 400/800
CONTROL: JOYSTICK
FROM: FUNSOFT/US GOLD, £12.95

Flak is a variation on the *Xevious* arcade game from Atari. You pilot a fighter over enemy territory trying to shoot the ack-ack batteries with your air-to-ground cannon. The final objective being to destroy the computer control.

As with many Atari games this has good smooth scrolling graphics and sound, but because it's too easy it lacks any truly addictive qualities. **TT**

GRAPHICS	7
SOUND	6
ORIGINALITY	6
LASTING INTEREST	5
OVERALL	6

GAME: DUELLIN' DROIDS
MACHINE: ATARI 400/800
CONTROL: JOYSTICK
FROM: ENGLISH SOFTWARE, £9.99

As its title may imply this is a clone of Williams' *Robotron* from the arcades.

You control Julian the duellin' droid and must rescue the other members of your family from the clutches of the evil droids and monster. Your only aids are your nimble feet and laser blaster.

This is a poor copy but it may well appeal to the dedicated zapper. **TT**

GRAPHICS	5
SOUND	5
ORIGINALITY	2
LASTING INTEREST	5
OVERALL	5

GAME: MEGAMANIA
MACHINE: ATARI 400, 800, XL
CONTROL: JOYSTICK
FROM: ACTIVISION, £29.95

Instead of creatures from outer space this shoot-'em-up is populated with beings from the murkiest depths of America's subconscious: Deluxe Hamburgers, Ice-cream Sandwiches, Dreaded Space Dice.

It's a nice idea, but it doesn't make this VCS conversion any more than an average version of *Galaxians*. The strange junk flies around erratically and you try to shoot it down.

Megamania has excellent graphics and reasonable sound, but seems very expensive even for a cartridge. **PC**

GRAPHICS	7
SOUND	5
ORIGINALITY	2
LASTING INTEREST	4
OVERALL	5

GAME: ELECTRO FREDDY
MACHINE: AMSTRAD
CONTROL: KEYS, JOYSTICK
FROM: AMSOFT, £8.95

This game is much better than its scenario – full of micro in-jokes – might lead you to expect. It's not staggeringly original, but it's playable and disturbingly compulsive.

As Freddy you're employed in the warehouse owned by Uncle Claude of 'Sincrum Research'. There are rumours of job losses due to price increases, so you have been chosen to sneak in at night and send off all the products.

So there you are, beavering away at dead of night. But Claude must have been listening in on the plot, because he's there too. As you try to push products onto the conveyor belt at the bottom of the screen he throws deadly 'spectrims' at you.

As if that weren't enough, Claude has enlisted the help of Satsuma Inc. who throw 'oracs' (geddit??) down from the roof.

But Freddy can fight back. He moves the products by pushing them sideways or up and down. If he can hit Claude from above or below he will get rid of him for a few moments.

There are four screens and 15 levels of

GAME: ADMIRAL GRAF SPEE
MACHINE: AMSTRAD CPC 464
CONTROL: KEYS, JOYSTICK
FROM: AMSOFT, £8.95

The Admiral Graf Spee steamed out of port and into battle in the South Atlantic. Standing proudly on the bridge I wondered how many British ships I could send plunging to the ocean depths. Wait a minute I'm on the wrong side...! But to succeed at this game you have to be – because your job is to fight for the glory of the fatherland.

Your pocket battleship is equipped with 11-inch guns and torpedoes and is displayed on a map of the South Atlantic. Frequently an inadequate pixel flash will occur indicating where a British vessel is.

Placing your unwieldy ship over its location and pressing S will change the display mode to a head-on view from the bridge. The range and direction of the craft is shown and when you are close enough it appears visually.

When in view you can fire gun salvoes and torpedoes at the enemy shipping. Several hits cause them to go to a watery grave, unfortunately in less than Titanic block characters. This demise is made more satisfactory by the difficult chase that preceeds it as the enemy take

GAME: OH MUMMY
MACHINE: AMSTRAD CPC 464
CONTROL: KEYS, JOYSTICK
FROM: AMSOFT, £8.95

On an expedition to the Egyptian pyramids you are trapped in rooms containing treasure, scrolls, keys and Royal mummies – no, not the Queen Mother stupid, Egyptian ones.

However you also have to contend with the guardians why try to protect their ancient masters' possessions. They wander around trying to collar one of your five men who bite the dust in a flurry of bandages.

There are five levels to the game. Each screen displays 20 boxes. As you walk about you leave a trail of delightful footsteps. Each box opens when you have walked round it completely.

You are searching for a key to escape the room and the sarcophagus of a long dead royal which you must take with you.

Every level you complete means you are faced with two extra guardians and the game becomes harder if you finish five screens and get to the next pyramid.

The treasure chests provide you with

GAME: MISSION ALPHATRON
MACHINE: MEMOTECH MTX 500
CONTROL: JOYSTICK, CURS
FROM: CONTINENTAL SOFTWARE, £6.95

Cavern claustrophobia strikes in this *Scramble*-type game of horizontally scrolling tunnels.

Your job is to notch up the points by blasting the aliens with lasers and bombs. The latter are fired with the space bar – a tricky manoeuvre whether you're using keys or a joystick.

The rocky corridors are identified by colour. The first stage is in orange. Buildings, fuel dumps, radar stations and nuclear bases appear on the cavern floor. You speed through zapping and bombing – but don't hit the nuclear power stations or you'll be destroyed in the atomic explosion!

You also have to dodge or blast the enemy rockets. These take off vertically but then change trajectory, swerving left towards you. They're easy to avoid but that's not the last of your problems.

Your engines guzzle fuel like it's going out of fashion. The usual *Scramble*-d logic applies here – you take on supplies by destroying the enemy fuel dumps. Failing this your ship does a graceful nose dive into the scenery.

GAME: NEMO
MACHINE: MEMOTECH MTX 500
CONTROL: CURS, JOYSTICK
FROM: CONTINENTAL SOFTWARE, £6.95

Fear of water is a terrible thing but after playing this game I'm afraid to even go out in the rain.

Patrolling a length of coastline you have to clear it of marauding sharks which descend the screen in *Centipede* fashion. You are armed with a harpoon gun which only fires upwards, although your ship can move in all directions.

You start on the south-east coast with land in the top left-hand corner of the screen. Guarding the orange earth is a crab who can kill you, but cannot be shot.

You also face mines which on the first screen scroll up from below you, but change direction in later stages. Electric eels scan the edges of the display and, as in *Gridrunner*, can electrify a horizontal or vertical line of water.

Faced with this marine mania you have to harpoon all the sharks to move on to a new section of infested water.

If you fail to spear the sharks before they reach the bottom of the picture they turn into little men called Nemoids. These zip around the sea like a ball in

GAME: POTHOLE PETE
MACHINE: MEMOTECH MTX 500
CONTROL: CURS, JOYSTICK
FROM: KILTDALE

Pothole Pete is obviously the cousin of *Manic Miner*, but potholing, it turns out, is just as much fun.

You're faced with 25 potholes – each a different screen filled with platforms which you have to negotiate in search of objects. These have to be gathered up in order to move onto the next pothole.

Inhabiting the holes are lots of evil beings who have it in for you. A savage array of haggis-like creatures, octopuses, ghosts, skulls and the like are all out to stop your quest.

The first screen introduces the Moronic Meanies and has five treasures to be collected. A ghost, a bird and a trolley oppose you – as if dissolving platforms and conveyor belts weren't enough.

Each hole is arranged so that there should only be one way to collect everything and escape to the next section. Combined with the wicked time limit one slip is fatal, but once you know the way it's a matter of routine.

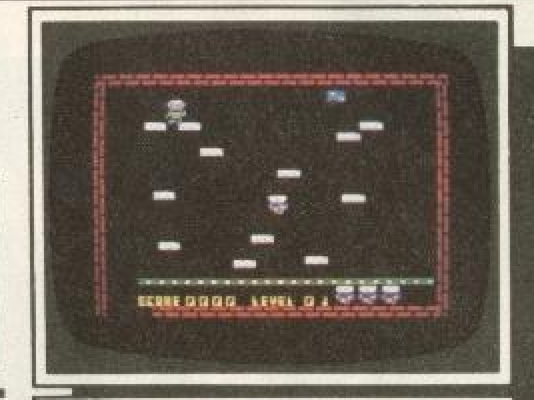
Pete does not take kindly to long drops and a badly-timed jump will result in a scream and much screen-flashing.

The conveyor belts move at the same speed as Pete and when walking the wrong way along one you have to jump hard to get anywhere. White platforms

difficulty. Screen 1 is relatively easy: you will only be taken away by the ambulance if you are very careless. The next screen is much harder, with oracs likely to splat you just as you're about to get the key giving admission to the next level. On the third screen an unpredictable force field appears, making life very tricky.

Electro Freddy is a promising start to the Amstrad's life as a games machine. Movement is smooth and graphics are clear and colourful. It's a pretty simple idea, but it had me hooked. **PC**

GRAPHICS	7
SOUND	6
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	6



evasive action.

Some ships can fire back at you but this doesn't register until you're actually hit and sustain damage, when you may even sink.

Torpedoes and shells are limited but your fuel is the most important thing to watch. Steaming about at at 25 knots depletes your supplies rapidly.

Your support ship Altmark can provide you with more materials but finding it is a matter of chance, and when you do it's not much use.

Your last resort is to scuttle the ship – but the game isn't really that bad. **BW**

GRAPHICS	3
SOUND	3
ORIGINALITY	5
LASTING INTEREST	4
OVERALL	5

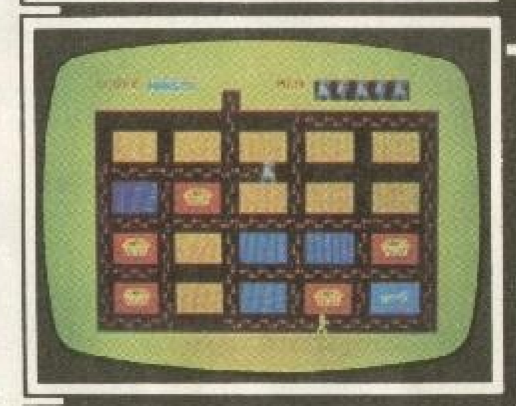


extra points and a scroll enables you to kill one mummy. Some boxes are empty and one contains a guardian which is released if you surround it.

The jolly little tune, like all jolly little tunes, becomes jolly well repetitive.

The animation and characters are excellent but unless you play the game at fast speed and at its most difficult you'll find it rather boring. Even at speed the action will not hold your attention for long though. It's not bad, but we've get to see the best of the Amstrad. **BW**

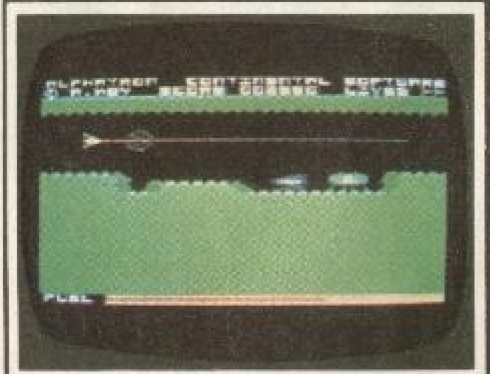
GRAPHICS	7
SOUND	5
ORIGINALITY	4
LASTING INTEREST	4
OVERALL	5



In the later screens you face a more varied assortment of attackers with obligingly suicidal guided missiles in the second (green) section and mine layers in the third (blue). The missiles lock on – and fly straight into your laser fire; the mine layers drop streams of floating bombs, a much harder wave – even though they look like snowflakes.

The tunnel is rather crudely drawn and the scrolling is jerky but the craft and aliens look good. Memotech owners who like a good *Scramble* will find plenty of tough action here. **BW**

GRAPHICS	6
SOUND	6
ORIGINALITY	4
LASTING INTEREST	7
OVERALL	6



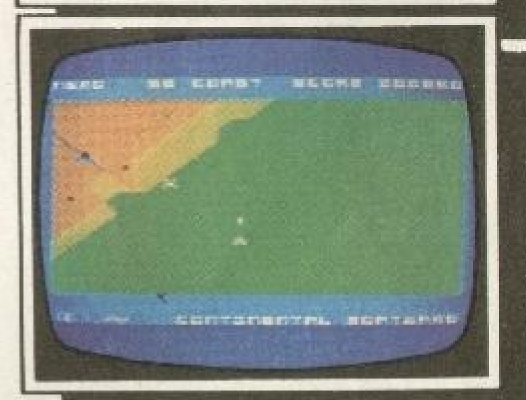
Breakout and where two collide, spawn a horrid, grinning baby Nemoid.

On clearing a zone you move in a clockwise direction round the land, with increasing numbers of sharks and mines on each coast. On the west, a current also drifts you to the south.

The display is interesting at first but the large number of small, moving characters make following all the action very difficult on later coastlines.

Good ideas here but the screen gets too hectic and it will be a very mercurial mariner who sees the whole of this coastline. **BW**

GRAPHICS	6
SOUND	5
ORIGINALITY	5
LASTING INTEREST	6
OVERALL	6



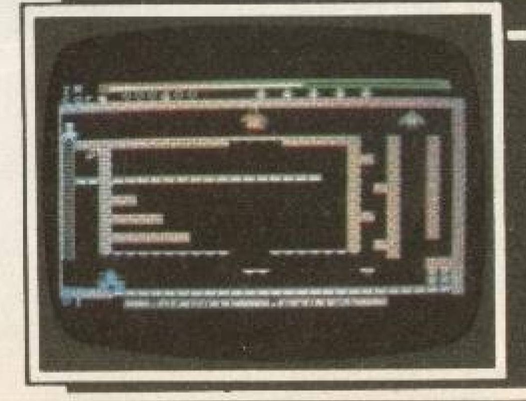
gradually disappear under your weight but blue ones are as safe as the brickwork.

If you collect all the objects you have to find the door to the next stage, which is in the bottom right of the first screen.

Further rooms include The Deadly Hurdles, In the Bosses' Room and The Aviary but with all 25 to get through you'll be a pensioner before you complete it. So the opening tune of 'When I'm 64' is very appropriate.

The graphics are very good and despite the same basic scenario it is not a straight copy of *Manic Miner*. A great game – one which begins to reveal the Memotech's vast potential. **BW**

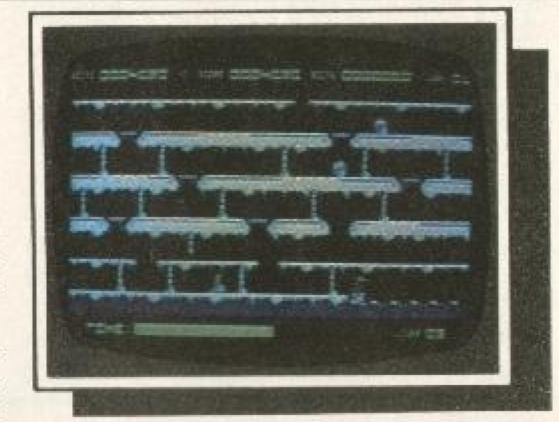
GRAPHICS	8
SOUND	6
ORIGINALITY	5
LASTING INTEREST	9
OVERALL	8




THE CONNOISSEURS' CHOICE
ZX Spectrum
3D LUNATTACK – Steve Turner
Fly your Hover Fighter over the 3D Lunar landscape battling the SEIDDAB.
Joystick compatible, 48K only £7.95
3D SEIDDAB ATTACK – Steve Turner
Using your radar, missiles and sixth sense clear the city area of SEIDDAB.
Joystick compatible, 16K or 48K £5.95
3D SPACE WARS – Steve Turner
Hunt the Seiddab through four levels of 3D hyperspace and destroy them.
Joystick compatible, 16K or 48K £5.95
DI-LITHIUM LIFT – Simon Cobb
Can you lift the Di-Lithium crystals from the vaults?
Joystick compatible, 16K or 48K £5.95
NIGHTFLITE II – Mike Male
Flight simulation with full instrument display and perspective runway view.
Joystick compatible, 16K or 48K £7.95
HEATHROW AIR TRAFFIC CONTROL – Mike Male
Written by a professional air traffic controller.
16K or 48K £7.95
QUEST ADVENTURE – Kim Topley
Find a map hidden in an inhospitable world inhabited by gruesome creatures.
48K only. £5.95
FANTASIA DIAMOND – Kim Topley
Retrieve the magnificent Fantasia Diamond and rescue Boris the master spy.
48K only. £7.95
KNIGHT DRIVER – Clive Brooker
Steer your car round a tortuous circuit of roads, braking and accelerating as you go.
Joystick compatible, 48K only £5.95
COUNTRIES OF THE WORLD
An educational package that will give an appreciation of world geography.
16K and 48K £5.95
PILOT FOR THE ZX81 – Mike Male
Fly your computer from take-off to landing navigating between mountains using radio beacons £5.95
COMMODORE 64
HEATHROW AIR TRAFFIC CONTROL – Mike Male
Written by a professinnal air traffic controller. Seven levels of play including demonstration mode. £7.95
Books
20 Best Programs for the ZX Spectrum £5.95
40 Best Machine Code Routines for the ZX Spectrum £5.95
GSH
Hewson Consultants
56B Milton Trading Estate, Milton, Abingdon, Oxon OX14 4RX
BBC Model B/Electron
HEATHROW AIR TRAFFIC CONTROL – Mike Male
Written by a professional air traffic controller. £7.95
COUNTRIES OF THE WORLD
An educational package that will give an appreciation of world geography. £6.95
DRAGON
3D LUNATTACK – Andrew Braybrook
Fly your Hover Fighter over the 3D Lunar landscape battling the SEIDDAB.
Joystick compatible, 32K or 64K £7.95
3D SEIDDAB ATTACK – Andrew Braybrook
Using your radar, laser bolts and sixth sense you will need to clear the urban area of SEIDDAB.
Joystick compatible, 32K or 64K £7.95
3D SPACE WARS – Andrew Braybrook
Locate the Seiddab on your galaxy scanner through four levels of 3D hyperspace and destroy them.
Joystick compatible, 32K or 64K. £7.95
DRAGONFLY II – Eric Ratcliffe
Navigate from one airport to another using your instruments and a radio beacon.
Joystick compatible. £6.95
As part of our continuing development of innovative software we are always happy to evaluate software sent to us with a view to publication.
Selected items available from Centresoft Dealers and all leading computer software retailers.
TESCO
WOOLWORTH
John Menzies
spectrum
LASKYS
HMV

ODORE 64 • COMMODORE 64

GAME: ICE HUNTER
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: ANIROG, £6.95 CASS, £9.95 DISK



At first sight *Ice Hunter* looks like just another multi-level mining game but it contains some pleasant surprises.

The hero of this program is Thorak, who looks like a monk with a big nose, but is in fact the Prince of Ice. He wants to build up his igloo home by adding more blocks of ice. To do this he must be guided around a five level ice cavern in an attempt to move one or more ice blocks into the sea at the bottom right of the screen.

So starting in the cavern he picks up the ice blocks, and carries them about on the end of his nose!

To move the blocks to another level he must drop them through patches of thin ice. These patches can be walked on as well but only once.

There are three kinds of monsters for Thorak to contend with: dragons, mutant sea-lions (which look like mice on their hind legs) and birds which fly across the ice levels.

These adversaries can be killed by dropping ice blocks on them or by eating a power pill, which appears from time to time and temporarily makes them vulnerable to being stomped on.

Thorak himself gets from layer to layer by means of ice pillars, but once he descends to the fourth level there is no way to return to the upper caves.

Once you have got an ice block into the water you can step on it and press the fire button to finish the level. Then Thorak floats off to his igloo and a bonus of 1,000 per ice block, to the strains of Whistling Dixie.

On subsequent screens the ice floors scroll across the screen and more monsters appear to plague you.

Although there is nothing particularly new about the ideas in this game it has been well put together and should be able to hold your interest. **BW**

GRAPHICS	5
SOUND	6
ORIGINALITY	5
LASTING INTEREST	7
OVERALL	6

★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★

GAME: TALES OF THE ARABIAN NIGHTS
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: INTERCEPTOR, £7.00 CASS, £9.00 DISK

An intriguing software house, Interceptor. Their early games for the 64 were pretty lousy and won them a bad reputation, which wasn't enhanced by their running feud with Llamasoft's Jeff Minter.

But recently the standard of their releases has improved dramatically with the likes of *China Miner*, *Wheelin' Wallie* and *Burger Chase* – games which aren't particularly original but which offer impressive graphics, good sound and plenty of fun.

Tales of the Arabian Nights continues that trend – and this time there's a genuinely original feature: speech. Without the benefit of any add-on unit, the program generates a marvellous, throaty pirate's voice announcing the game's different stages.

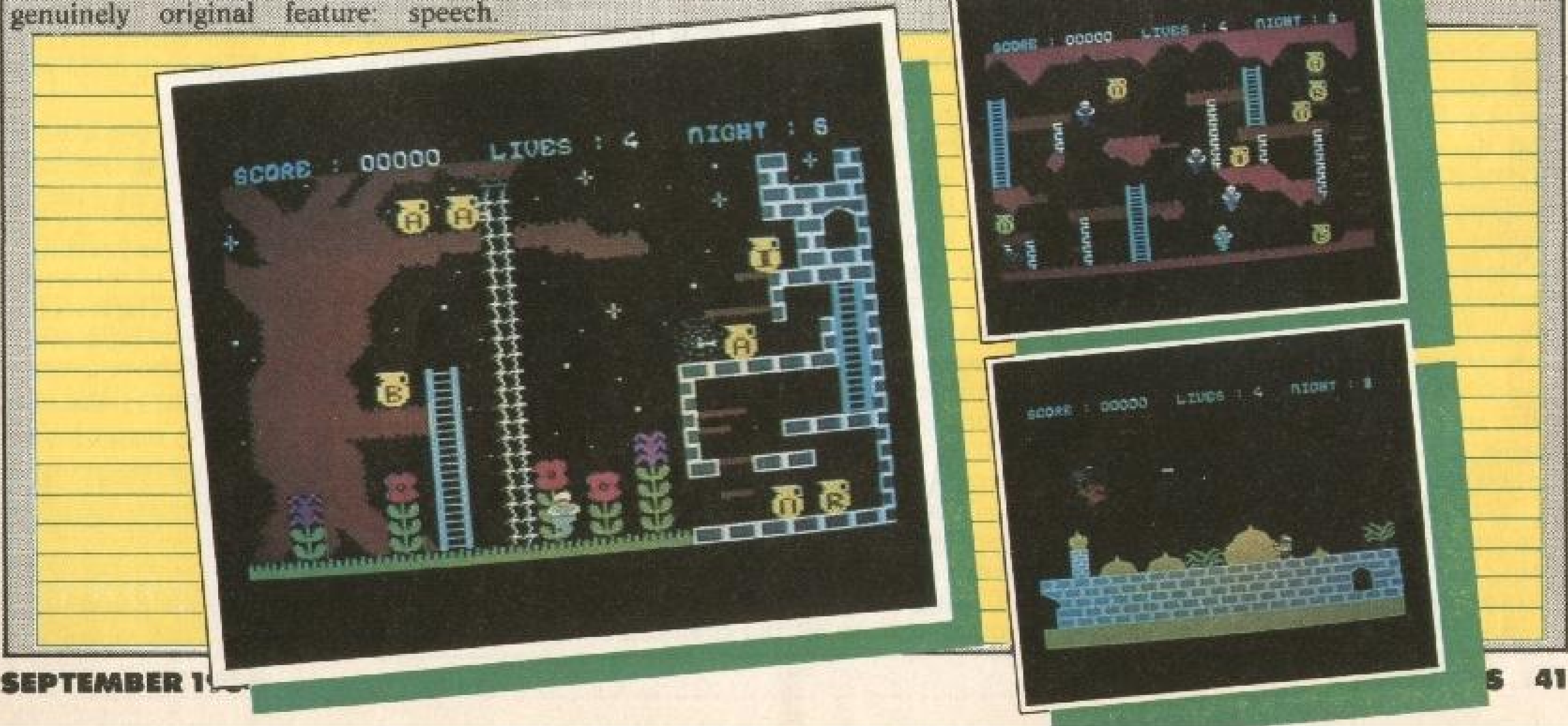
Admittedly it's a gimmick, and after playing the game a couple of times you'll tend to make use of the 'speech off' option. But it's certainly impressive – and so is the soundtrack. A rollicking piece of eastern flavoured music which gives the game great atmosphere.

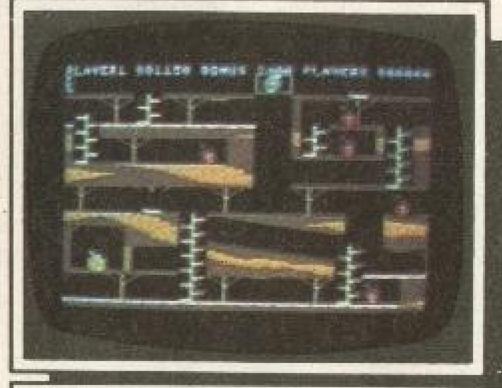
The game itself is simply an amalgam of familiar game ideas – but one that offers plenty to do. There are eight different screens, and most of them are platform games in which you leap around collecting Arabian jugs and avoiding eastern nasties. The only novelty is that each jug bears a letter and you must collect them in order to spell ARABIAN. Since there are three A's, you may have trouble working out the right order.

These screens are, however, broken up by others involving shoot'-em-up arcade action – in one you paddle a boat along a crocodile-infested river, while in another you're on a flying carpet, dodging arrows.

If you've already got programmer Ian Gray's earlier game *China Miner*, you may think this one is too similar. Still, there's enough high-quality action here to keep most budding sultans happy for many a night. **CA**

GRAPHICS	7
SOUND	10
ORIGINALITY	6
LASTING INTEREST	8
OVERALL	8



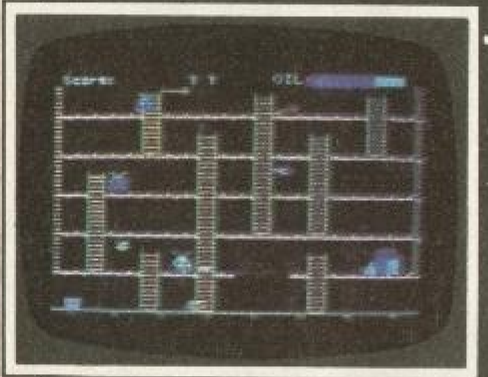


GAME: MURPHY
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: MOGUL, £7.95

An Irish name but an American game from Mogul – one with a familiar concept, but none the less playable and enjoyable for that.

Murphy is a miner and is desperate to retrieve all the moneybags scattered underground and put them in his wheelbarrow on the surface. Of course, it's not so easy. There wouldn't be much to computer games if everybody could just wander around getting rich whenever they wanted. No, Murphy has got problems.

For a start there are lots of rogue carts speeding along the tunnels. They have a nasty habit of crushing Murphy just as he's about to grab one of those moneybags.



GAME: FELIX IN THE FACTORY
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: MICRO POWER, £6.95

This enjoyable game makes it to the Commodore in fine style.

Felix is a nightwatchman in a factory who has to keep a generator running by supplying it with oil. The display shows six walkways connected by ladders, which change position every time you lose a life. The bottom level is a moving conveyor belt carrying parcels.

You start on the second level on the right hand side, next to the generator. To get to the main playing area you have to descend to the conveyor belt and get to the other end by jumping packages.

If you fall over the boxes you'll be all right unless you are rolled off screen, then a life is lost.



GAME: REVELATION
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: SOFTEK, £7.95

Yet another multi-cavern scrolling shoot-out. Mount your sacred eagle and flap through Hell zapping winged monsters and blasting towers.

At first sight, *Revelation* strikes you as being very similar to *Joust*. The similarities are, however, only superficial. Your magic lance continually blasts away in whatever direction you're facing, and you can use the joystick to move about.

If you want to make things a bit more difficult, you can select a different control set-up, where the joystick moves you about, but you must press the fire-button to keep flying.

The aim of the game is to destroy all





Strange overviews of evil doings: chop up the mutants – and their undead arms and legs!

GAME: THE EVIL DEAD
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: PALACE SOFTWARE, £6.95

Hi there, my name is Ashly. I have a terrible story to tell you. It's about this computer game, see. It's the first of a series of releases from Palace Software, based on famous – and infamous – movies. In *The Evil Dead*, I take the leading role and obey your joystick's every command. Gazing down on me from above, you must guide me about the small shack in which I'm staying with my four friends, Cheryl, Linda, Scott, and Shelly.

We are having a bit of a problem with supernatural forces. Nothing serious, you understand, just that this thing keeps dropping in for a visit and turning my buddies into horrible green mutants.

This is just the excuse I've been waiting for to pick up an axe, or a sword, or whatever happens to be lying around, and chop my pals into little pieces.

But wait! What are those things scurrying towards me? Oh no! It's little bits of Cheryl and Linda, and those are...ugh...Scott's legs...oooerghhh!!

Well, that's enough of that. Before you write off to Mary Whitehouse, I have to tell you that *The Evil Dead* isn't nearly as evil as it sounds. The graphics aren't at all disgusting, the idea of the game is considerably less obnoxious than *Space Invaders*, and there is no more blood and guts than in *Galaxians*.

The display shows the layout of a small house. Only a part of the house is visible on-screen, and the picture scrolls appropriately if you move to the edge of the display.

When the game starts you can rush round closing all the doors and windows to stop the Evil Force entering the house. At least that's what the blurb advises you to do, but I found it pretty ineffective. Both windows and doors are soon blown open again, and a rather indistinct graphics shape nips inside and mutates your buddies. You can however open and close doors between rooms at any time during play, which is sometimes tactically desirable.

Points are scored by zapping the mutants and their activated limbs. Score enough points and, so the blurb says, a book will appear which you must throw into the fire to destroy the Curse.

You lose a life every time your energy count reaches zero. Movement and contact with the opposition both drain your energy by varying amounts.

The main problem with this game is one of control. The responses of the little figure aren't exactly razor-sharp, and getting him through doorways and round objects in a hurry takes practise.

The Mary Whitehouses of this world can breathe a sigh of relief. The rest of us can get on with the serious business of playing a game that is of above-average quality but still, perhaps, a little disappointing. **SC**

GRAPHICS	5
SOUND	6
ORIGINALITY	6
LASTING INTEREST	5
OVERALL	6

But Murphy can protect himself by jumping up to the cross-beams and, if he wants, dropping into the cart.

More of a problem are the robbers who want to get their hands on Murphy's gold. Dressed in what look like prison pyjamas, they keep up a tenacious pursuit. Greed gives them a lot of stamina.

Robbers can be dealt with by either bonking them with one of the pickaxes lying around or by dropping a moneybag on them as they chase Murphy up one of the ladders in the shafts.

The game scrolls sideways through three screens of underground action, so there's plenty of mine to explore. Murphy's wheelbarrow is at the top left, but can be moved to make depositing moneybags easier. This is very useful since moneybags slow him down and he is more likely to be trapped by a robber.

Graphics in this game look very American – chunky but clear. The mine is well-designed and it will take some time to get familiar with all its nooks and crannies. Animation is reasonable but the sound is repetitive and, ultimately, pretty annoying. **PC**

GRAPHICS	6
SOUND	4
ORIGINALITY	4
LASTING INTEREST	6
OVERALL	6

A ladder at the left end of the belt leads you into the rest of the factory. Prowling around are the gremlins which have a lethal touch, and a giant rat which occasionally scuttles across a walkway.

An oil can, a pitchfork and a bag of poison appear at random. All three objects can be collected by jumping while you're underneath them but you can only carry one at a time.

The oil can has to be taken back to the generator to keep it going, otherwise the machine will stop and you lose all your lives. The pitchfork can be used to knock the gremlins off the walkways for a bonus but disappears after a while.

The bag of poison can be placed in the path of the giant rat to kill it. The rat can also be jumped over if you time it right.

The oil runs out quickly and so it's best to concentrate on replenishing the generator. You could be burning the midnight oil yourself if you get addicted to this game. **BW**

GRAPHICS	5
SOUND	4
ORIGINALITY	2
LASTING INTEREST	6
OVERALL	6

the evil creatures on each level, as well as blasting all the towers. Hitting a tower repeatedly turns it into something that looks like a windmill, but is, so the blurb tells you, a 'pentangle'.

Once you've destroyed the towers and polished the baddies off, you move on to the next level, with different adversaries to get the better of. The blurb claims 31 different monsters and over 40 screens to explore.

Whether I'd want to put in the necessary practise to finish the game is another matter. The graphics are very flickery and the sound effects rather ponderous. Worse, there is no on-screen status information, and to find out what your score is you have to press the space-bar.

Every time you lose one of your five lives you return to the title screen and have to wait for what seems like ages before returning to the fray.

40 screens and 31 monsters sounds like hot stuff, but *Revelation* didn't have me burning with excitement. **SC**

GRAPHICS	4
SOUND	5
ORIGINALITY	5
LASTING INTEREST	6
OVERALL	5

GAME: CYBERTRON MISSION
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: MICRO POWER, £6.95

Berzerk has been reborn again as *Cybertron Mission*.

A maze of rooms has to be explored in search of keys, rings and other objects.

Spinners, Clones and Cyberdroids must be blasted out of your way or you're done for. The action is non-stop and the robots just keep on coming. **BW**

GRAPHICS	6
SOUND	6
ORIGINALITY	3
LASTING INTEREST	5
OVERALL	5

GAME: BEAMRIDER
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: ACTIVISION, £9.95

A grid zap-'em-up with 3D perspective providing a good no-nonsense blast for those who appreciate such pursuits. Like me.

You control the Beamrider, towards which zoom a variety of aliens. You grit your teeth and blow them to a thousand pixels. At the end of each sector you get a chance to blast the Sentinel Ship with one of your three torpedoes – but watch our for the green blockers zipping down the screen.

As you progress through the sectors the game becomes pretty frenetic and it's likely to take you some time to feel you've mastered it. Not a terribly sophisticated game, but good graphics and suitably noisy sound. **PC**

GRAPHICS	6
SOUND	5
ORIGINALITY	2
LASTING INTEREST	5
OVERALL	5

GAME: PITFALL
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: ACTIVISION, £9.95

A conversion of the classic Atari VCS game which doesn't look so much classic as plain dull on the Commodore 64.

The object is to guide Pitfall Harry through a jungle full of trouble and collect 32 treasures in the 20-minute time limit. Alligators, ponds, pits and scorpions can be avoided by jumping or grabbing hold of swinging vines.

Although the animation is good there's not enough graphic interest or gameplay excitement. **PC**

GRAPHICS	5
SOUND	5
ORIGINALITY	1
LASTING INTEREST	4
OVERALL	4

GAME: PETCH
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: ANIROG, £6.95 CASS, £9.95 DISK

A very ordinary version of *Pengo*, but the best to-date for the 64.

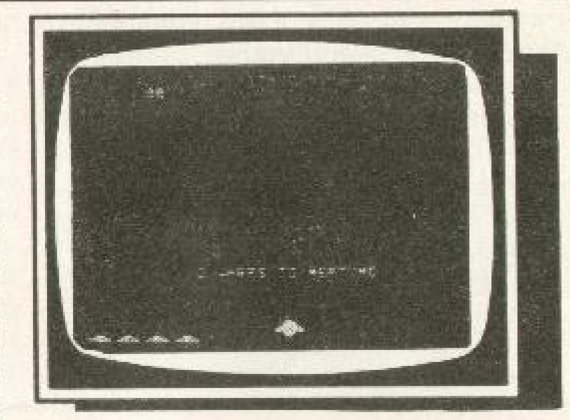
The graphics are slow but the Snow Monsters are still troublesome as you try to survive in the ice block maze. *Petch* has all the usual elements that go to make this such a compulsive game.

You can electrify the boundary fence to kill the baddies or crush them with a well-aimed ice block. Arranging the diamonds in rows gives you a fat bonus. But keep kicking those ice blocks or you'll catch a fatal cold. **BW**

GRAPHICS	5
SOUND	4
ORIGINALITY	2
LASTING INTEREST	6
OVERALL	6

ODORE 64 • COMMODORE 64

GAME: GYRUSS
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: PARKER VIDEO, £25



GRAPHICS	8
SOUND	9
ORIGINALITY	0
LASTING INTEREST	8
OVERALL	8

Gyruss is taken under license from the arcade original by Konami and it is superbly translated for the 64.

You must go where no man has gone before, from Neptune to Earth, in warp stages. You craft runs in a circle around the perimeter of the screen and aliens attack from all angles as you mercilessly zap them.

There are a number of warps to get to each planet, two warps to Neptune and three warps to all other planets leading to Earth.

Each warp brings you into battle with four different formations of enemy fighters. If all the aliens are destroyed in a formation a bonus is given rising from 500 to 2,500 for the fourth formation in a warp stage. There is a chance stage also where bonus points are given for destroying the planes in formation.

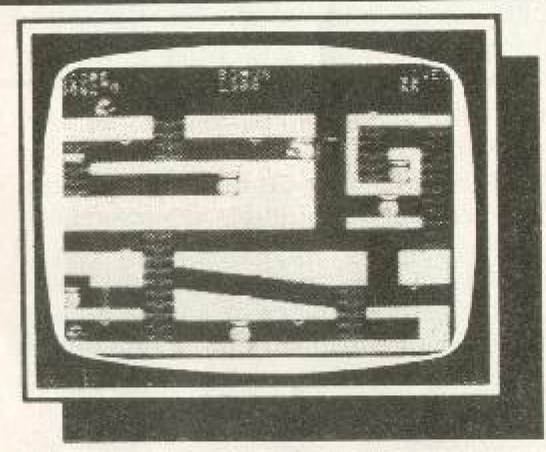
Other dangers come in the form of meteors and runaway satellites which lose you one of your five ships on contact. A bonus ship is awarded at 60,000 and 140,000 points (not 160,000 as laid out in the instructions).

Gyruss is the finest shoot-'em-up I've come across in a long time. It sticks closely to the fine presentation of the arcade original and is really playable.

There's also musical accompaniment from Bach's Toccata and Fugue in D minor. Graphics are really excellent with colourful, well-defined aliens spiralling out from the centre of the screen.

Gyruss certainly isn't cheap, but it certainly is superior. **TT**

GAME: GILLIGAN'S GOLD
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: OCEAN, £6.90



GRAPHICS	5
SOUND	6
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	5

Gilligan's Gold takes a number of familiar ideas and shuffles them about to come up with something just a little bit different.

A horizontal scrolling display reveals an underground mine, riddled with tunnels, and inhabited by a number of small animated human figures.

One of those little chaps is you. Being a mere human, you are naturally attracted by the numerous bags of gold that have been scattered about the mine-workings. Your job is to pick them all up, transport them to the surface via either lifts or the stairs provided, and dump them in your wheelbarrow.

Out to stop you are a gang of ruffians who will give you a good working over if they catch you. You must also watch out for the trolleys and the disused mine-shafts.

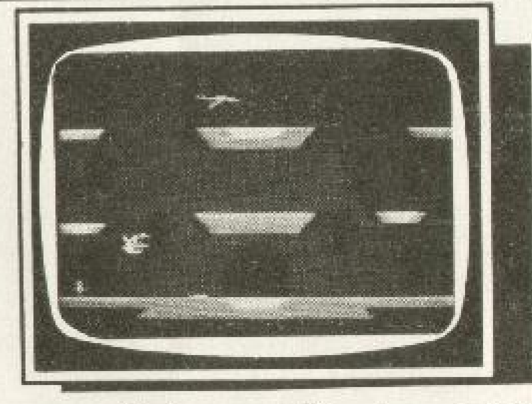
So what's new? First, the hooks on the ceilings. You can jump up and catch hold of these, thereby dodging the trolleys which roll harmlessly beneath you. Even better, if you time it carefully, you can drop down onto the trolleys and get a ride along the mineshaft – very useful for dodging the opposition when the going gets hot.

Ruffians can be disposed of (temporarily) by either hitting them with a pick-axe, a number of which lie scattered about the screen, or by dropping bags of gold onto them from above.

Don't underestimate their intelligence though, they can be pretty nippy if they put their minds to it.

Gilligan's Gold is one of those games that demands a good deal of practice. My only reservation is that once you'd put in the practice you'd be fed up with the game. Solid stuff, this game, but solid gold it's not. **SC**

GAME: QUAK ATTAK
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: SOFTEK, £7.95



GRAPHICS	4
SOUND	3
ORIGINALITY	2
LASTING INTEREST	4
OVERALL	4

Quak Attak from Softek is a comical version of the arcade game *Joust*, where a gallant knight battles with enemy riders for the honour of king, queen and country.

Each level is set in a castle square which has three platforms. On these, the player can rest his mount between jousts.

The enemy riders control yellow ducks and you, the hero, ride a magnificent pink and yellow duck. To defeat the enemy, the hero must ride above each in turn and plunge down upon them. By doing this, the rider is dislodged from his mount.

When he hits the floor, escape is his main objective and bonus points can be gained by shooting him. If he does escape, points are lost and you move onto the next level. An additional hazard is the green dragon whose touch is deadly.

Quak Attak is a game that even the youngest players can understand and enjoy, but there is a lack of variety, the graphics are only adequate and the sound is mediocre. **PT**

GAME: GHOULS
MACHINE: COMMODORE 64
CONTROL: JOYSTICK, KEYS
FROM: PROGRAM POWER, £6.95

GRAPHICS	7
SOUND	6
ORIGINALITY	4
LASTING INTEREST	7
OVERALL	7

In this addictive game you must try to rescue power jewels from a creepy mansion. There are four rooms to pass through: Spectre's Lair, Horrid Hall, Spider's Parlour and Death Tower. There are many dangers to overcome including poisonous spikes, bouncing spiders, moving platforms and contracting floorboards. **TT**

GAME: ROOTIN' TOOTIN'
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: HESWARE, £9.95

A game of loony tunes and musical madness, *Rootin' Tootin'* was a big hit in Japanese arcades but has only made it over here in home computer form.

It's a game needing the grace of a geisha rather than the bulk of a Sumo wrestler, since it requires quick reflexes and even quicker thinking.

You control a tuba trapped on a maze consisting of a musical scale. On the blue lines of the scale are a myriad of purple notes which you can blast to score points or to destroy the pursuers – a host of crazy musical instruments.

On the first of many levels your opponents are Guitacos, whose name gives a good idea of their appearance. They pop out of their holes in the middle of the maze and relentlessly chase that poor tuba.

To avoid them you can either blow a few notes their way or, by pressing the joystick button, turn your tuba blue and pass through them. But you only remain invulnerable for a moment, so two or three Guitacos together are bound to get you.

When you've cleared most of the notes a Trien will appear. This is a fast-moving triangle which leaves dead-

GAME: MR TNT
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: HESWARE, £27.95 CART, £9.95 CASS

This game isn't as explosive as it sounds, but you should still treat it with extreme caution. *Mr TNT* is highly addictive.

A little round fellow with no nose or mouth (that's you) patrols a complex grid picking up sticks of dynamite. The lines of the grid disappear as he runs over them. Once he's picked up all the sticks he can progress happily to the next screen and do the same thing all over again.

Well, actually it's not quite that easy. Four burning fuses follow him about the grid with relentless purpose, cutting off his escape routes and blowing up the dynamite (thereby depriving him of valuable bonus points).

Mr TNT has two options. He can either concentrate on grabbing the dynamite and avoiding the fuses, or he can give as good as he gets by running round the grid cutting off THEIR escape routes.

Once a fuse reaches a dead end it goes out, and as soon as all the fuses have been extinguished you move on to the next screen. With each screen the fuses

GAME: SPY SCHOOL
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: DIMENSION 21, £6.90

Budding James Bonds can now act out their hero's exploits. This arcade game consists of four tasks which have to be completed as part of your training course in the skullduggery of spying.

Each of the problems on a level has to be solved before moving on to another harder one. You select a mission by moving your man along one of the four corridors in the middle of the screen.

The top path puts you in the role of saboteur. A split picture has an ammunition dump on the right hand side protected by a moving barrier. While the left half is criss-crossed by trucks moving up and down.

You can only use the left half while trying to blast your way through the wall and avoiding the trucks. Staying too long in one lane prompts a missile to launch itself in your direction.

To the right is a crash course in burglary. Your target is a suitcase at the bottom left of the screen.

Starting at the top of the room you have to get to the case and back to the exit at the top.

Floor sensors in the form of moving

★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG

GAME: DECATHLON
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: ACTIVISION, £9.99

A gruelling, gruelling game. A test of stamina, skill and guts over the ten events that make up this supreme proving ground of all-round athletic prowess. The only computer game I know where you need a shower and a massage when you've finished.

Although up to four players can compete, the most exciting option is certainly the two-player game, where you can keep a close eye on your opponent for signs of stress and agony.

First event is the 100 metres. On screen the two sprinters appear – bronzed and fit – in their parallel lanes. Under starter's orders you nervously grasp the joystick. Next second and you're off, furiously waggling the stick from side to side to keep up maximum speed.

The animation is superb, with legs and arms pumping realistically. If you've listened to coach and done your training you should be able to break 11 seconds.

The remaining events get tougher and tougher. Field events in particular repay intensive training in technique. There are few more embarrassing accidents for a computer pole vaulter than falling backwards off his pole before he even reaches the bar. My rival suffered this indignity while I, having trained intensively for at least a morning, sailed over 5 metres with consummate ease.

Javelin, shot and discus all take valuable reserves of strength as you work up momentum before releasing your missile. As they fly through the heavens you can admire the remarkably smooth scrolling. Put in a big throw and you'll even get a burst of applause from the otherwise calm spectators.

By now you're tiring fast, but there's no respite because it's back to the track for the 400 metres. Set too fast a pace in the early stages and you'll suffer on the final bend as the lactic acid fills your legs and you feel you're running through quicksand. Even worse is the agony of seeing your opponent overhaul you in the last 10 metres.

The 110 metres hurdles is another event for the technicians. Speed is essential, but unless you get that stride pattern just right you're going to have awfully sore knees and an awfully slow time.

And so, after nine events which test your all round athletic ability, you come to the ultimate trial of courage and endurance – the 1500 metres.

It's tough on the lungs, it's tough on the legs and it's exceptionally tough on the joystick. At the very least this event requires three and a half minutes of the most strenuous waggling. When you've staggered past the tape you'll feel that it might have been less tiring to go out and run a metric mile for real.

Decathlon is one of the few sporting simulations in which the effort on screen is matched by the physical effort required of the player.

The graphics and animation of the athletes are superb, but it's a pity that this isn't matched by the background or the sound. But these are minor complaints. The game is all about competing. So get yourself a good, strong joystick and a good, strong friend, go out in that stadium and go for gold. **PC**

GRAPHICS	8
SOUND	6
ORIGINALITY	2
LASTING INTEREST	7
OVERALL	8

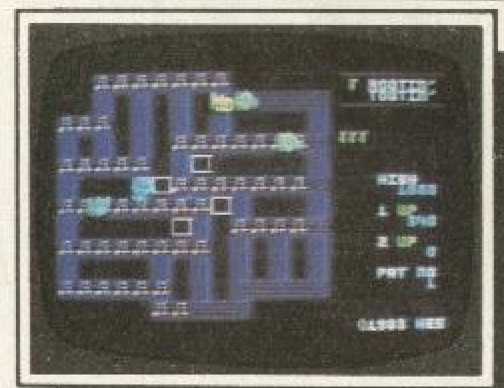
ODORE 64 • COMMODORE 64

ly stars all over the maze; it pays to get rid of it as soon as possible.

On further screens a whole orchestra of other nasty instruments appears. Particularly gruesome is the Pianha, its keyboard flashing like rows of deadly teeth as it rushes after you. Pianos and tubas just do not get on.

Rootin' Tootin' has excellent graphics and the sound is good if a little repetitive. There are numerous levels with increasing numbers of opponents and greater speed. Control is awkward and your tuba can be very tricky to steer around corners, but *Rootin' Tootin'* is well worth listening out for. **PC**

GRAPHICS	8
SOUND	6
ORIGINALITY	4
LASTING INTEREST	7
OVERALL	7



burn faster and faster. Mr TNT loses one of his five lives every time he bumps into a fuse, or blunders into a dead end.

You have to be pretty nifty with the joystick while playing this game. The control is very finicky and if you're not careful you can find yourself zipping off along the wrong track, sometimes with fatal results.

This is a simple but extremely compulsive game. The graphics are nothing to write home about and the sound isn't much better, but it has that pac-manic feel to it that could keep you glued to the keyboard for hours. **SC**

GRAPHICS	4
SOUND	5
ORIGINALITY	6
LASTING INTEREST	7
OVERALL	6



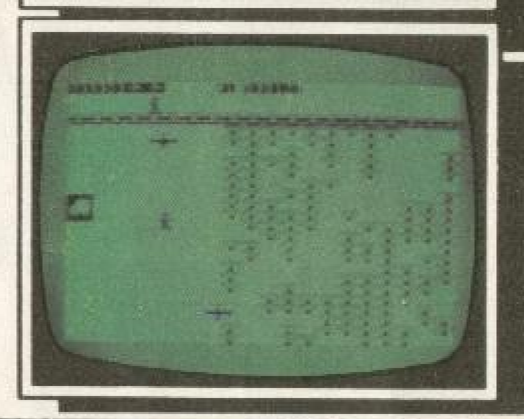
lines and two spotlights must not be touched or they'll set the alarm off. This will cause arrows to fly across and two gates to shut, blocking your path.

The west corridor puts a gun in your hand, and with 99 bullets you must shoot down a number of helicopters.

The fourth path brings you to a five-part escape sequence in which you have to beat a guard to the finish as he runs along the top of the display.

The lessons of spying are hard to complete and the graphics are often crude. More a game of reflexes than of mind-taxing espionage. **BW**

GRAPHICS	5
SOUND	5
ORIGINALITY	6
LASTING INTEREST	6
OVERALL	6



PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★

COMMODORE 64 • COMMOD

GAME: ZETA 7
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: MOGUL, £7.95



GRAPHICS	6
SOUND	6
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	4

Your task is to protect Zeta Class Defence Sphere 7, which is essentially a blue planet hanging in deepest space. You're armed with a 'solar-powered Positron Accelerator'. Sounds impressive.

Well, it isn't. It's just a set of sights which you rotate in search of enemy attackers. Despite all that positron acceleration it's about as powerful as a rusty old cannon.

Press the fire-button and your pod lobs out a ball which flickers lazily towards its target. By the time your cannon-ball explodes any self-respecting alien is likely to be long gone.

Below the space display is a status board giving you information on your pod's condition: 'Yellow' means you have to find time to re-charge your power and 'Red' means you are in danger of imminent destruction.

Attackers come in the shape of fighters, saucers and larger flagships. They're all devious and hard to hit.

The graphics are good but nothing special and the scrolling is slightly jerky. *Zeta 7* can make for an entertaining half-hour – a bit like watching an old episode of Star Trek.

PC

★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★

GAME: HERCULES
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: INTERDISC, £6.95

A new game from a new company, and if Interdisc's future releases are as good as *Hercules* then we'll certainly be hearing a lot more about them.

Hercules is a multi-screen platform game where you run, jump, and climb about the screen to reach your objective. Although the game-play sounds familiar, it has a number of improvements on the standard recipe. It's also very difficult to play, but once you get the hang of it you'll find it difficult to stop.

There are 50 different screens and 12 different tasks to perform. The 50 screens are divided unequally between the tasks, with one or two having only two screens and some of the trickier ones having as many as six.

The first big difference about *Hercules* is the way you play. Every time you lose a life you're transported at random to another screen and another task.

The benefit of this 'Random Access Principle' is that you get to see most (but not all) of the game without having to battle your way through from the beginning.

The second big difference is in the actual game-play itself. Before you start on a task, the screen flashes up an introduction explaining your objective in this particular part of the game. It doesn't, incidentally, tell you how many screens there are for that task or how to accomplish it.

Once you enter a screen, you have to move very fast indeed, because the platform you are standing on bursts into flames within a few seconds! This puts a lot of pressure on the player and when you're just starting the game it can be a bit discouraging. You keep losing lives and flashing from screen to screen without getting anywhere.

Once you start to get the hang of the different tasks, however, this feature adds excitement rather than frustration to the game.

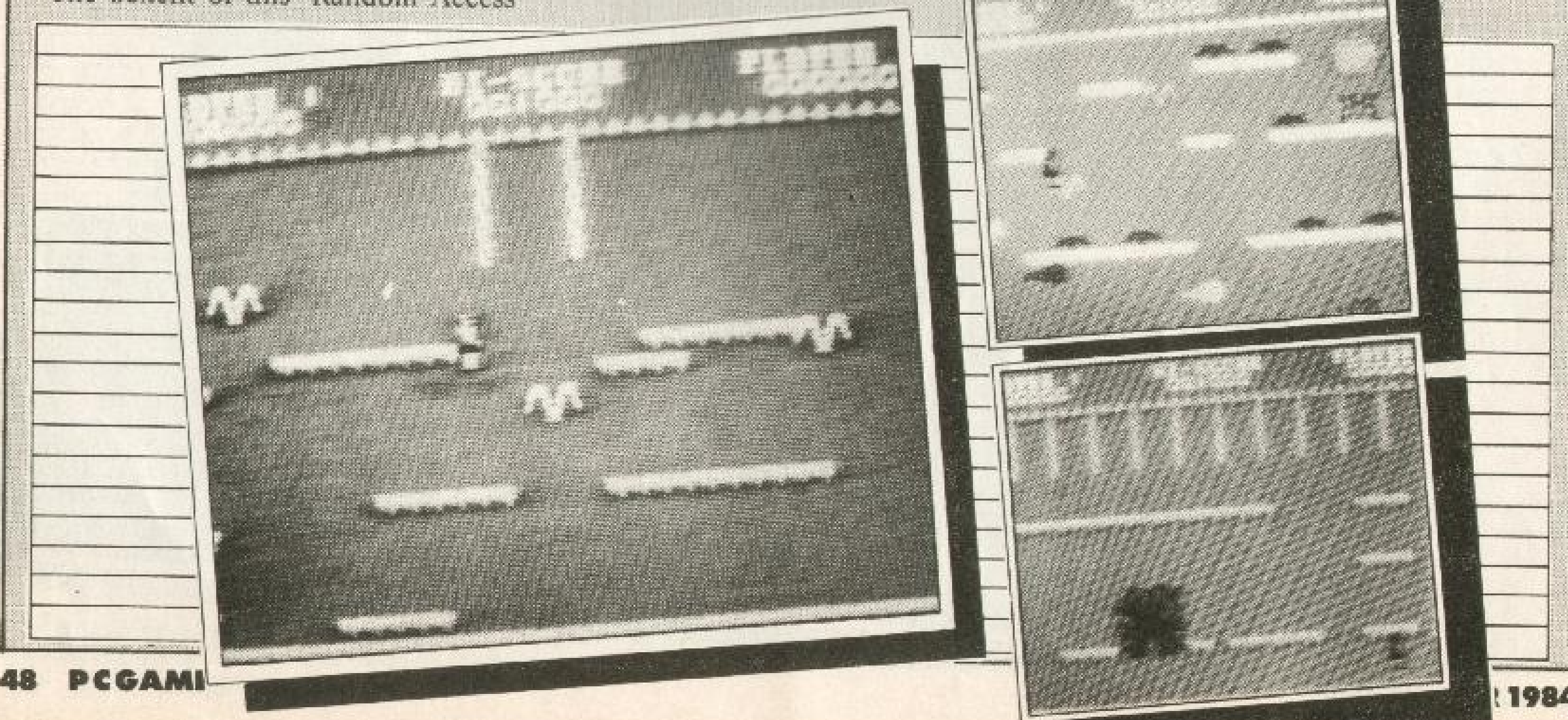
There's a great sense of humour in *Hercules*. Some of the screens you come across look absolutely impossible. It's only when you deliberately try committing suicide that you discover that parts of the display are missing! Life-saving platforms suddenly appear in mid-air to save you from certain death. But don't get too cocky – some of the platforms disappear just when you're stepping onto them. All very dicy – and very exciting.

Most screens involve similar hazards. Sprites move up and down blocking your path. Fat spiders squat down before you and are fatal to touch. Ropes dangle invitingly for you to climb up – and sometimes snap disconcertingly when you grab hold of them.

Hercules is a game that requires perseverance and patience to get started, but it's well worth the effort. For once a classic hero has inspired a classic game.

SC

GRAPHICS	7
SOUND	5
ORIGINALITY	6
LASTING INTEREST	9
OVERALL	8





'DEFEND' OR DIE!
IN ALLIGATA'S AMAZING OUTER SPACE SPECTACULAR...
GUARDIAN
COMMODORE 64
ELECTRON
STAR REVIEW
"The BEST version of the arcade hit. Far far superior to anything currently available including the official Atari—soft version."
Computer Games & Systems' Retailer
Loco. Skilfully manoeuvre the six track railway dodging aerial bombardment from planes and airships, avoiding fatal collision with oncoming handcarts aided only by your lethal smoke and steam and a unique split screen feature giving immediate action viewing with a master plan image of impending danger. Son of Blagger. Not many sequels live up to reputation, but in this drama of one, long continuous screen action the antics of Slippery Sid will keep you enthralled for days on end. Contract Bridge. Improve your technique with this sophisticated program where the computer bids and plays the other three hands in a full rubber plus scoring. Aztec Tomb Part II. If you solved the mystery of the South American jungle in part one, the sequel might be just within your grasp. Blagger. Platform programming at its best, 30 nerve racking screens featuring Roger the Dodger and his cat burglaring exploits. Rocket Roger. Walk, run, jump and even jet thrust your way round this single, continuously scrolling screen drama as rocket propelled Roger mines crystal fuel for his stranded mother ship, fighting off hordes of marauding nasties on the way.
Once again Alligata's reputation for fast machine code action and high resolution graphics has combined to create a classic battle spectacular.
Guardian. Programming perfection, enthralling, fast screen scrolling action that will test skill and reflexes to breaking point in a desperate defensive mission against the invading landers. If successful in capturing humanoids from your planet surface and returning them to native outer space, the landers will mutate to take up a direct and deadly pursuit upon your space fighter. But things aren't quite that easy – the flying pods, swarmers, alien bombers and deadly baiters are just as dangerous. We know you don't like to be beaten but we're sure you'll eventually go under.
BRIDGE
LOCO
SON OF
PART II
AZTEC TOMB ADVENTURE
NEW RELEASE
ROCKET ROGER
TAPES
£7.95
DISKS
£11.95
Please indicate programs required
Tape Disk CBM64
Guardian
Blagger
Contract Bridge (T £9.95)
Loco
Son of Blagger
Rocket Roger
Electron
Guardian
Blagger
Contract Bridge (T £9.95)
I enclose a cheque/PO ________ Payable to Alligata Software (Allow 75p for post and packaging)
Charge my Access £ ________ Card No. ________
Name ________ Signature ________
Address ________
Alligata Software Ltd
1 Orange Street, Sheffield S1 4DW
Tel: (0742) 755796
Despatch is normally made on receipt of order and should reach you within 7 days
Alligata
Software Limited

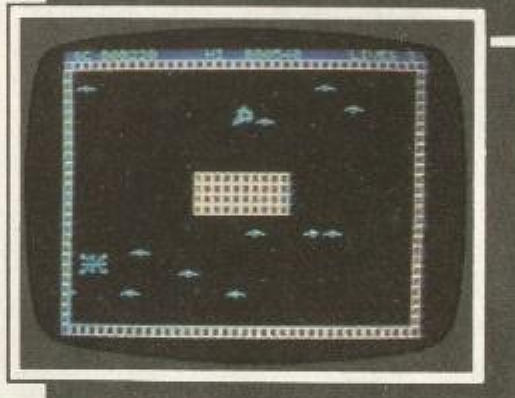


GAME: FULL THROTTLE
MACHINE: SPECTRUM 48K
CONTROL: KEYS, CRSR, KEMP, SINC
FROM: MICROMEGA, £6.95

Throw away those leathers and gauntlets and that crash helmet. They're obsolete. Throw away your Honda 1000 as well. Because now that *Full Throttle's* arrived you can race on the world's top motor-cycle circuits using only a humble little Spectrum.

Graphics, animation, scrolling, and 3D effect are all superb. The combination provides a game which give you a real taste of high-speed bike racing with, of course, none of the nasty physical dangers.

One danger you do run, though, is frustration: it will take a considerable number of laps before you master the elementary techniques of riding, and



GAME: ACHERON'S RAGE
MACHINE: ORIC 1 48K/ATMOS
CONTROL: CRSR, KEYS
FROM: SOFTEK, £6.95

Whoever Acheron was, the poor guy probably ended up having a hard time! Defending sectors of space from the Gors' warships isn't all fun and games.

The backdrop to this game is twinkling stars, and in the centre of the screen is a grid – what purpose it serves is not explained in the inlay, but it certainly makes 'zapping zose aliens' a real hard task!

With your *Asteroid*-style ship, you thrust, brake and blast away, clearing outer space of the Gor menace. Ah, got 'em – a sigh of relief – oh no! There's more and more ... and more!

There are six types of meanies, the first

GAME: REICHSWALD
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: MW GAMESWORLD, £5.95

A strategy game in which you command the forces of the American 9th Army as they attempt to capture a bridgehead over the Rhine. You control tanks and infantry, reconnaissance units and engineers.

Unfortunately for the allies, the graphics display is very dull and it's not at all clear where the strategy lies. Play this game and WWII is likely to have a slightly different result.

PC

GRAPHICS	4
SOUND	NONE
ORIGINALITY	2
LASTING INTEREST	3
OVERALL	3

GAME: CARNIVAL
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP, SINC, FULL
FROM: ECLIPSE SOFTWARE, £5.95

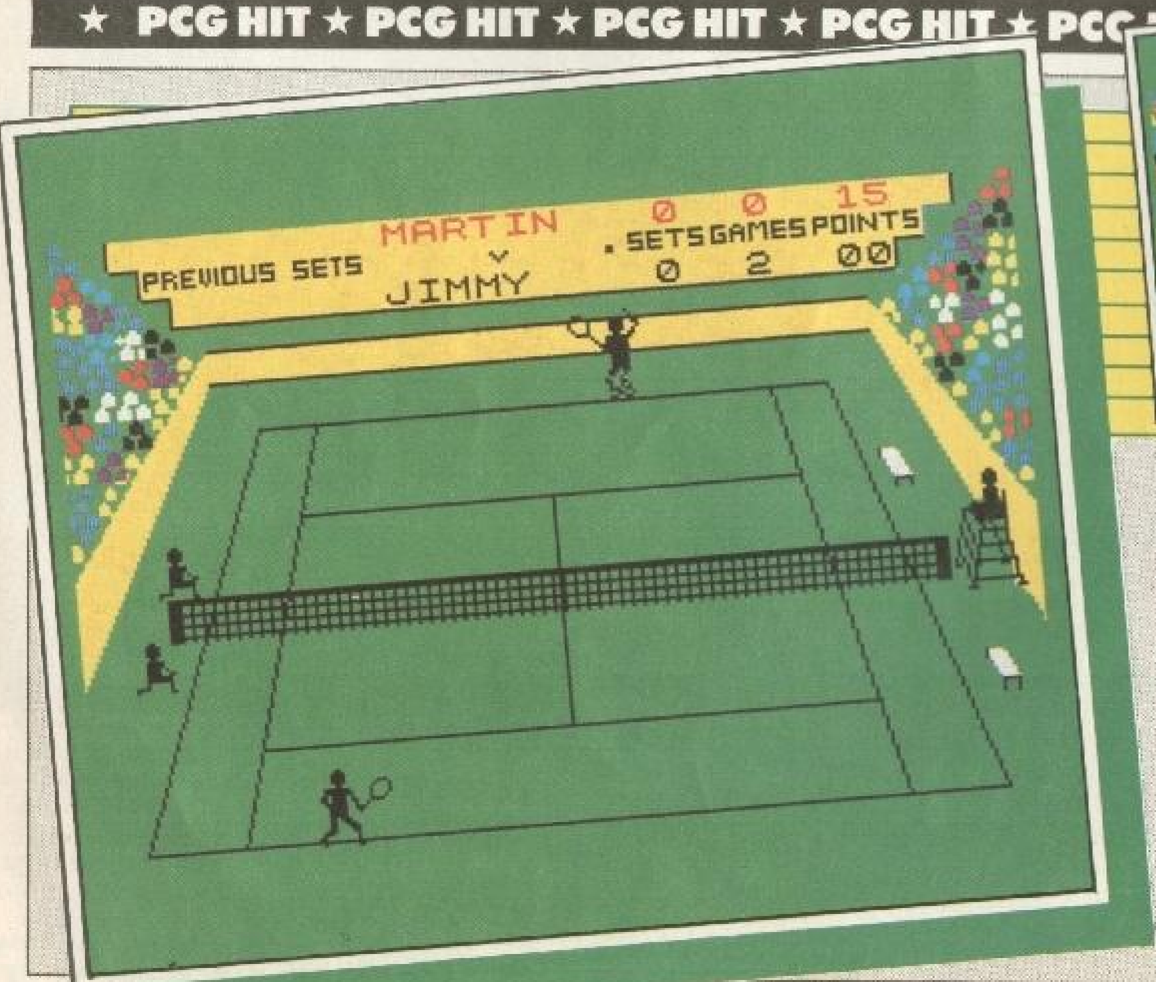
Fairground mayhem abounds in this copy of the arcade original. You have a limited number of bullets to shoot cute little ducks, rabbits, owls and pipes but the action is a bit slow.

You can afford very few misses even without the diving ducks trying to steal your ammo. The tune is annoyingly repetitive but you can turn it off.

BW

GRAPHICS	5
SOUND	4
ORIGINALITY	1
LASTING INTEREST	5
OVERALL	5

★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PC



GAME: MATCH POINT
MACHINE: SPECTRUM 48K
CONTROL: SINC, KEMP, KEYS
FROM: PSION, £7.95

I clearly remember the awesome feeling I experienced ten years ago when I saw my first ever tennis video game. A white line down the middle, which was the net, a little white square, which was the ball, and two little white lines at either end which were you and your opponent. You moved them up and down to keep the ball bouncing round the court. Ping ...ping ...ping ...ping ...Wow! – wasn't it

ECTRUM • ORIC • SPECTRUM

even longer before you can overtake many of the 40 bikes in the race.

The program give you a choice of ten race-tracks. Each one has its own perils ranging from the hairpin bends of the Nurburgring in Germany to the temptingly long straights of France's Paul Ricard circuit.

Your rider is a vivid yellow while all the others are in green. Control, with either keys or joystick, is simple – left, right, accelerate and brake. As you roar away from the start and lean into the first bend you will admire the excellent feel of your machine. Then you'll go off the track. Eventually, after a few practice laps, you'll learn the character of the circuit and know which bends to take slowly and which at full-speed.

Racing is a real challenge – hit the other riders and you drop back many places. Weaving through is nail-biting.

Anybody who played this game's predecessor, *3D Deathchase*, will have high hopes of *Full Throttle's* accuracy as a simulation. They won't be disappointed. **PC**

GRAPHICS	8
SOUND	6
ORIGINALITY	7
LASTING INTEREST	7
OVERALL	7

being quite tame, but by the time you get to the sixth wave, they're firing at you with mindless abandon, whilst not forgetting to ram you at every opportunity – and this is only level 1!

You've a choice of four levels, the fourth pretty well fills the screen with aliens all ready and waiting to kill you – if they can! The options include a training mode, which is great to get the hang of the keys and to see what aliens you're going to be plagued with on later levels.

There is also sound on/off, instructions and a high score table on which you will feature if you score over 200 points.

The sound is quite authentic with the zap, zap of your blaster and a big explosion when you cop it. The graphics are colourful but small and the game looks rather like an *Asteroids* clone.

However, it does have a good feel to it and is definitely fun to play. Go to it mega-zappers! **SH**

GRAPHICS	6
SOUND	6
ORIGINALITY	5
LASTING INTEREST	6
OVERALL	6

GAME: UGH!
MACHINE: SPECTRUM 48K
CONTROL: KEYS, CURS, KEMP, SINC, TRIC
FROM: SOFTEK, £5.95

Ugh is stealing eggs again and being attacked by vengeful dinosaurs. He wanders along his diagonal path to get an egg from the top of a hill. This is awkward to negotiate but he has a spear to defend himself against the Tyrannosaurus.

The Pterodactyl drops rocks on your head but this stone age game also available on the Dragon and Commodore 64 is not very exciting. **BW**

GRAPHICS	6
SOUND	5
ORIGINALITY	6
LASTING INTEREST	2
OVERALL	4

GAME: ADVANCE TO MAYFAIR
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: AMAZING GAMES, £5.50

A reasonable copy of Monopoly for once, where you wheel and deal in London real estate against your avaricious computer opponent.

No graphics or sound though and the program reacts very slowly to your commands. It'll be confusing if you don't have the board game because there is no map and no instructions. **BW**

GRAPHICS	NONE
SOUND	NONE
ORIGINALITY	0
LASTING INTEREST	4
OVERALL	3

C HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★

tremendous!!

Now Psion have gone and ruined the fun. This isn't a game – it's the real thing. No longer can you enjoy imagining the crowd there cheering you on – you actually see them, yes, complete with heads turning left and right as the ball bounces across the court.

Instead of a line you have an actual player, scurrying around the court with impressive animation.

The action is taken from a Wimbledon of the future where jumbo-rackets have been replaced by mega-rackets – the racket head is about half the size of the player. This is very useful if you want to actually hit the ball.

Making a stroke takes a little practice: you should stand waiting for the ball with your racket stuck out to the right (forehand position if you're right-handed) or to the left (backhand). As the ball comes over the net you move into position by running forward, back, left or right. Then at the right moment you swing the racket. Pow! The ball zings back over the net.

Because of the follow-through, every time the 'swing racket' key is pressed, the racket changes from forehand to backhand position, or vice versa. This means that if the ball is speeding the wrong side of you, you can execute a quick swing of the racket to your other side and then swing again to make contact.

The ball itself appears to have been in use an awfully long time, because it's black. But it moves beautifully around the court complete with a shadow to reveal its height. So you can tell when your shot is going to hit the net. And just watch when it does – a ball-boy runs onto the court and picks up the ball! This is one sight that's good for a giggle.

The game instructions say that it's possible to alter both the direction and pace of your shot, according to the timing of your swing, and whether you're moving when you hit the ball.

I found this took considerable practice to achieve intentionally. But it's remarkable how well the spirit of the game is captured. You can rush to the net, put in a couple of sharp volleys, strain to avoid being passed, and then wrong-foot your opponent.

The program's attention to detail is also impressive – you can play either against the computer, or against another human. The game is scored authentically, including tie-breaks if a set reaches 6-all.

Serving alternates correctly, and the players even change ends every two games, although fortunately they skip their one-minute rests.

You can play one, three or five-set matches, and there are three levels of play – quarter-finals, semis, and the final. On the higher levels the ball moves faster.

I have to admit it, my 1974 version of video tennis has been improved upon. Game, set and match to Psion ... but I wonder what computer tennis will be like in 1994? **CA**

GRAPHICS	9
SOUND	4
ORIGINALITY	7
LASTING INTEREST	9
OVERALL	9

EXPERIENCE THE STUNNING 3-D REALISM OF DYNAVISION

HAVOC

AVAILABLE FROM YOUR LOCAL DEALER:

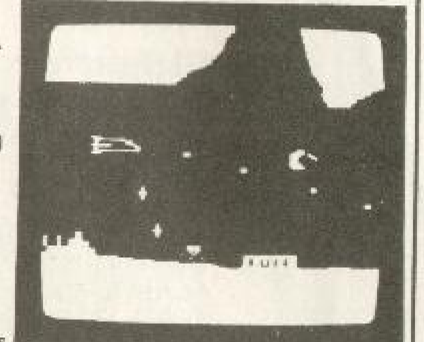
CBM 64 £9.95
SPECTRUM 48 £7.95

TRADE ENQUIRIES: DYNAVISION PRODUCTIONS, PO BOX 96, LUTON, LU3 2JP. TEL: (0582) 595222

SLOGGER SOFTWARE

MACHINE CODE GAMES FOR **BBC 'B', ELECTRON, SPECTRUM 16/48K**

A MAZE IN SPACE



Use Joysticks or Keyboards to navigate your Starship to the planet surface and then into the maze below. Having been told in which section of the maze your target is hidden, your objective is to seek out and destroy it to complete a mission. Beware of the numerous alien defence systems. Two levels of difficulty! Horizontal and diagonal scrolling!
How many missions can you complete?

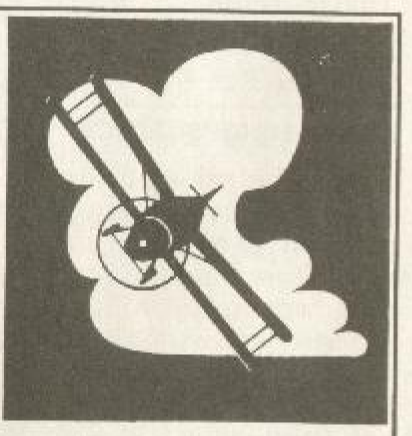
Available now	Cassette	Disc
BBC 'B'	£7.95	£11.95

Special Offer

Dogfight and A Maze In Space together
Cassette - £14.95 Disc - £16.95

Please state 40 or 80
Track if disc

DOGFIGHT



Still undoubledly the most exciting 2-player game available. The objective is to fire sufficient shots into your enemy aircraft to force it to explode. Eight levels of difficulty. Sun, moving cloud, lightning, ground all provide real combat environment.
Can you beat your friends?

Available now	Cassette	Disc
BBC 'B'	£7.95	£11.95
Electron	£6.95	n/a
Spectrum	£5.50	n/a

All prices include
VAT and postage

SLOGGER SOFTWARE
215 BEACON ROAD
CHATHAM, KENT
Tel: (0634) 811634

Available on the
COMMODORE 64
TRASHMAN £7.95 · 3D TUNNEL £7.95 · ESCAPE £7.95
Exclusively from
QUICKSILVA
QUICKSILVA MAIL ORDER
P.O. Box 6, Wimborne, Dorset BH21 7PY.
Tel: (0202) 891744

Trashman

It's the fun game of the year – Trashman.

From the moment you sit down to play you'll be thrilled by this exciting, original, laugh a minute game.

Your job may look easy to the rest of the world, but you know the hazards – speeding cars and pavement cyclists can both shake you up. Let's face it cars can be fatal.

But if that isn't enough you've got the other problems of vicious dogs, the after effects of overeating in the transport cafe or one too many in the boozer.

Not only will you be gripped by the action you'll be amazed and amused by the high quality graphics.

With seven levels of play featuring three attempts to finish the game (assuming you are not run over by a car) Trashman will provide even the most experienced games player with a thrilling challenge. 1 or 2 player option, Hall of Fame and joystick compatibility* ensure this game has all the best arcade features.

Trashman is available **NOW** for the 48K Spectrum. Ask for it today at your local computer store!

Only £5.95

*Kempston, Sinclair Interface 2, Protek or equivalent.



Available from selected branches of:

WHSMITH | John Menzies | WOOLWORTH | spectrum



And all good computer stores.

New Generation Software
FREE POST,
Bath BA2 4TD
Tel: 0225 316924.

GAME: KOSMIC KANGA
MACHINE: SPECTRUM 48K
CONTROL: KEYS, CURS, SINC
FROM: MICROMANIA, £5.95

A kangaroo...from space? Surely not. But there it was, bouncing around the moon in search of its spaceship.

Kanga sets out from the Earth and has to bounce his way from screen to screen to journey to the moon. You bounce automatically and can jump higher or lower and backwards or forwards.

Kanga starts at an airport and must get across it as it scrolls from right to left. On the way he can pick up bonus points by passing through bags, bottles and other airport paraphernalia. These can be on the ground, on the tops of buildings or suspended in the air on floating platforms.

Meanwhile bombs, ambulances and aircraft must be avoided since they can interrupt him in mid-hop, costing a life in the process. The bombs must be carefully watched for since they can appear on platforms in place of bonus items.

Most obstacles can be dealt with by firing boxing gloves at them. However bombs can't be 'knocked out' like this.

If Kanga manages to survive his airport ordeal then he can proceed to

GAME: ATHLETE
MACHINE: SPECTRUM 48K
CONTROL: CURS, KEMP, SINC
FROM: BUFFER MICRO, £5.50

Another in the spate of *Track and Field* copies, but this doesn't measure up to the arcade original or *Micro Olympics*, reviewed elsewhere in this issue.

Five events have to be completed, the 100 metres, 400 metres, 110 metres hurdles and 400 metres hurdles against two opponents, and a hammer throw, the aim being to score as many points as possible.

There is none of the adrenalin pumping thumping of keyboards or joysticks. Your speed in the races is determined by your chosen effort between one and nine. However you only have so much power to cover the distance and therefore have to ration your effort carefully.

It makes the game less harsh on the hardware and more dependent on skill rather than on wrist power. But this also means it is far less exciting.

The program runs through the title screens for every event and you can spend almost as much time waiting for these as you can playing the game.

The limitations of power mean you spend most of the running races just watching three badly animated men jogging across a white picture with two lines across it. No grass, no crowd, no distance markers, no sound. Nothing to

★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG

GAME: TORNADO LOW LEVEL
MACHINE: SPECTRUM 48K
CONTROL: KEYS, CURS, KEMP, SINC
FROM: VORTEX SOFTWARE, £5.95

This is the first game from Vortex since their blockbuster *Android 2* and has been eagerly awaited, not least at PCG.

The action takes place in a small wrap-around landscape interspersed with lakes. On the ground are buildings, trees, electricity pylons, poles and walls. The buildings though are unconvincing and are just red and white blobs.

Your Tornado starts on a runway and after fuelling can take off into the scrolling scenery in search of five enemy bases which you have to destroy. The fighter moves as in *Zaxxon* with left and right banking but you can explore the landscape in any direction.

At its flight ceiling the plane can avoid all but the tallest buildings and the poles. But to destroy the five bases you must descend to a very low level and fly directly over the disc that passes for a base.

The plane has two flight modes with the wings either forward for landing and slow flight, or swept back for faster and higher scoring flight. There is smooth movement and an excellent shadow of your plane zooms over the ground as you fly.

You are shown a radar screen, altimeter, fuel gauge, time limit and the number of enemy bases remaining on the right of the display. The fuel can be replenished by landing on the runway again and the time limit's no problem.

Some nice touches are the lakes which are below the land level, so surface skimmers must beware of cliff walls. There is also a bridge to fly under which is great fun to have a go at.

On the second mission a base is placed in the water, which makes it a lot harder to get at. On later missions the awkward positioning of discs makes things even trickier.

There are no bullets and bombs in this game but once you get familiar with the controls it's a great program. **BW**

GRAPHICS	8
SOUND	4
ORIGINALITY	7
LASTING INTEREST	8
OVERALL	8

★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG

GAME: BEAKY AND THE EGG SNATCHERS
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP, PRO, SINC
FROM: FANTASY SOFTWARE, £5.50

Beaky is an Andromedan Armed Condor engaged in a desperate struggle to preserve his species on the planet Crackit. There are 12 different screens to get through, involving collecting the eggs, incubating them and, finally, rearing the chicks.

The first stage has you recovering stolen eggs from the nasty Egg Snatchers. You must shoot them in flight and catch the falling egg.

When the egg is in your grasp you must swoop down to your nest and drop it in. To make life that bit harder you have a diminishing supply of magic that must last until you complete the third screen.

As with all chicks there must be a time for incubation. Beaky has the task of shooting (yes shooting!) snowflakes before they drop into his nest and lower the temperature.

The rare spotted Froogle will try to drop the temperature of the nest by spitting nitrogen bombs into it. This creature hops around in between cat naps, your only hope of destroying him being to shoot the coloured spinning spheres which move around the screen.

The third stage has you trying to feed your helpless chicks with the green worms that wriggle around the screen.

Rearing its ugly head is yet another Egg Snatcher who will deplete your food supply by dropping missiles into the nest. If the food supply falls to zero then a chick is lost – the other chicks get hungry and eat it!

If you manage to sustain a good food supply the chicks mature and you start over with the second generation (there being four to do overall).

The presentation on *Beaky* is superb. There are user-definable keys and all major joystick interfaces are supported.

Beaky will arouse the maternal instinct and has the right blend of action and strategy to have you constantly coming back for just one more try. **TT**

GRAPHICS	9
SOUND	5
ORIGINALITY	7
LASTING INTEREST	8
OVERALL	8

UM • SPECTRUM • SPECTRUM

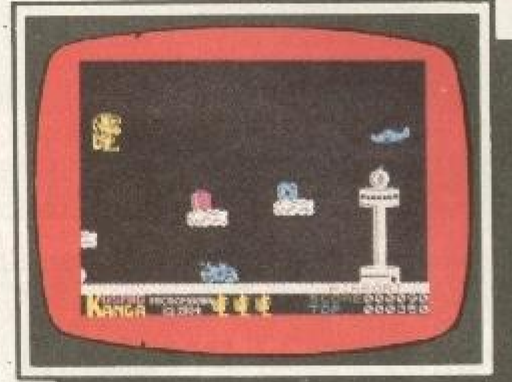
further screens. These screens all follow the same pattern as the first but the other characters are changed.

Every third screen is a platform screen where the usual opposition have been replaced by a bouncing ball which is just as lethal.

If Kanga can get through the desert, ocean and other earthly hazards he'll eventually reach the moon and his spaceship.

Like *Poo-Yan*, another game with a surreal scenario. I don't think it'll lead to a flood of imitations but as a one-off it's a very enjoyable game. **BW**

GRAPHICS	8
SOUND	5
ORIGINALITY	6
LASTING INTEREST	8
OVERALL	7



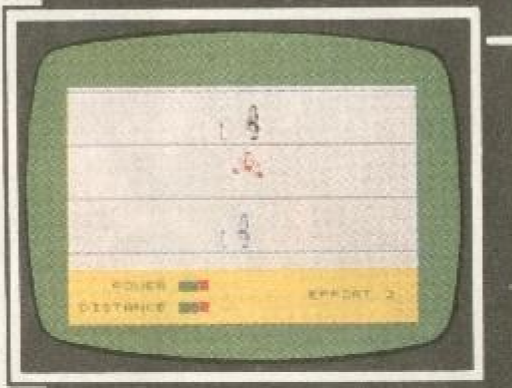
get even my Grandad's pacemaker beating faster.

The hurdles involve rather more skill – you have to time jumps carefully to clear them. But your character gets hidden by the hurdles when leaping them and disappears completely if he falls over one.

You also collapse in a heap if you run out of power, which is all too easy to do with your apparently feeble resources.

The hammer throw is the most enjoyable event. It's fun carefully timing the release of the weight – but one good event can't make up for the inadequacies of the rest of the program. **BW**

GRAPHICS	3
SOUND	NONE
ORIGINALITY	2
LASTING INTEREST	4
OVERALL	4



IT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG

IT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG



3D BAT ATTACK An all action, 3 dimensional maze game where you gather up blocks of gold, at the same time pitting your wits against vicious vampire bats whose only purpose in life is to locate, hunt and kill you.

4 levels of skill. At each level the game gets faster and more complicated, and the vampires more dangerous.



CONQUEST A tactical game which even veteran players will find both challenging and rewarding.

Mediterranean Europe is divided into grid squares. Your aim, as Emperor, is to gain 100 squares of territory as quickly as possible – at the same time dealing with Barbarian counter-attacks, plagues, civil war and rival Emperors.

5 levels of skill, plus a continuous 'Conquest' game where all the difficulty levels are thrown in together.



Are you ready for CheetahSoft? There's only one way to find out. But be warned: these vampire bats know a good meal when they see one. And our friend with the scythe has had years of experience . . .

So don't play unless you're ready to play the game for real. Because you'll find there's one sure thing about CheetahSoft: Soft we're not.

CheetahSoft

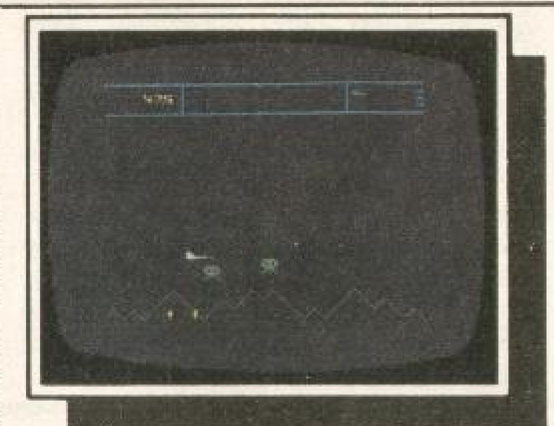
Soft we're not

£6.95 at all good stores.

Also available by sending cheque/postal order for £6.95 to Cheetah Soft Ltd, 24 Ray Street, London EC1. Tel 01-833 4733

UM • SPECTRUM • SPECTRUM

GAME: STAR BLITZ
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: SOFTEK, £6.95



GRAPHICS	5
SOUND	6
ORIGINALITY	1
LASTING INTEREST	7
OVERALL	7

There's no doubt about it, this is the best version of *Defender* yet released on the Spectrum. It takes over the mantle from Crystal's *Invasion of the Body Snatchas* for two reasons: it offers sound to those who don't have a Fuller soundbox (as well as those who do), and it's more playable. *Invasion* was unbelievably hard to play – far harder than the arcade game itself. *Star Blitz* is a lot less frustrating.

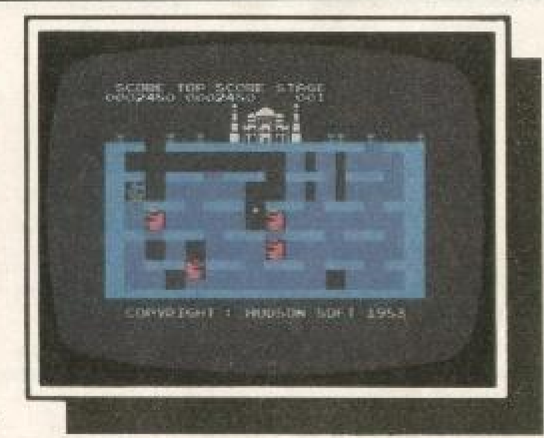
For those who were born yesterday, the idea behind *Defender* is that you're protecting a group of humanoids from being kidnapped by spaceships known as landers. You fly your craft across a scrolling horizontal landscape blasting the enemy and keeping a special watch for any humanoids being lifted away. When this happens, they cry out, and if you're clever – and fast – you can shoot the ship carrying them, pick them up before they hit the ground, and then land them back on the surface.

If you fail, the humanoids turn into mutants which are a much more vicious type of alien. As the game wears on you come across many other hostile craft: swarmers, baiters, bombers and pods. All these appear in *Star Blitz*.

One of the best features of this version is the control system. This closely follows the arcade pattern: up, down and reverse with your left hand; thrust, fire and smart-bomb with your right. The keys are evenly placed. Even so, newcomers will need much practice.

One disappointment is that the scrolling isn't completely smooth. I also found the tiny radar panel at the top of the screen very hard to make use of. Never mind. For *Defender* fanatics this is a must. **SC**

GAME: DRILLER TANKS
MACHINE: SPECTRUM 48K
CONTROL: KEYS, SINC
FROM: SINCLAIR, £7.95



GRAPHICS	6
SOUND	4
ORIGINALITY	4
LASTING INTEREST	3
OVERALL	4

Interested in preserving our rich architectural heritage? Outraged by the property developers' mindless destruction of beautiful buildings? Keen on playing around in tunnels? Fed up with questions?

Then *Driller Tanks* may be the game for you. Not for me, but then I'm a bit of a vandal and I couldn't really care less whether the Summer Palace – a mixture of Taj Mahal and Brighton Pavilion – is undermined by the fire-breathing Mammuts and their 'mindless cohorts', the Skorks.

The palace lies above a network of tunnels, where those Mammuts and Skorks live. The Mammuts are overgrown purple heads with enormous voracious mouths while the Skorks are crab-like things whose only wish in life is to fill in unblocked tunnels.

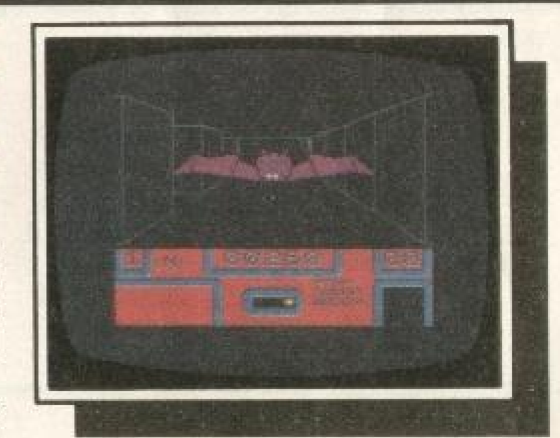
Which is where you come in. You control the Driller Tank. Your mission – to descend into the tunnels and destroy these evil creatures before they emerge.

Your tank has a whirling pointed nose to clear the tunnels and has an Ice-Cannon to stun the Mammuts before delivering the *coup de grâce* by crushing them.

And that's about it. Down you go. Chug, chug, chug. Dig, dig, dig. Freeze, crush. Of course, it's not quite so easy because your tank moves much too slowly and, if you're using the keyboard, you'll find the controls unresponsive.

Driller Tanks is disappointing because it could easily have been so much better. It needed variety badly. As it is, the graphics are pretty enough but the sound is annoyingly repetitive. **PC**

GAME: 3D BAT ATTACK
MACHINE: SPECTRUM 48K
CONTROL: KEYS, SINC
FROM: CHEETAH SOFT, £6.95



GRAPHICS	4
SOUND	2
ORIGINALITY	3
LASTING INTEREST	2
OVERALL	3

The cassette inlay says *Bat Attack* is 'the first of a series of tapes which are more realistic and more challenging than the games you've been playing so far.' You'd be batty to believe it.

Admittedly, the first few seconds are impressive, as the title looms toward you and tilts itself upright. But what follows is simply another rendering of a well-tried theme: the 3D maze game.

The scenario is that you're inside Dracula's castle to collect the gold bars which litter the floor. But your attempts at burglary are put in jeopardy by a collection of bats, against whom you can only protect yourself by means of cloves of garlic.

What actually happens is that you are given a simple 3D view of the corridor in which you are standing, revealing exits to right and left, and any gold or garlic which may be lying on the floor.

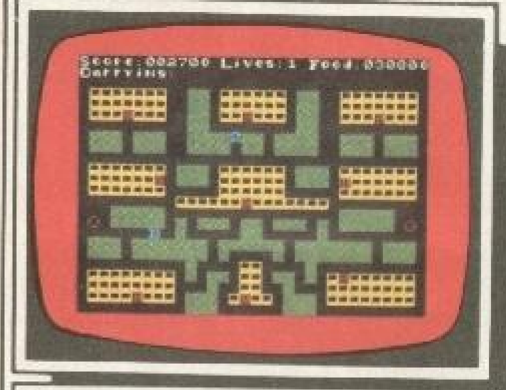
You can move in any direction, or rotate to see what lies to your left, right and rear.

You can also get an overview of the entire maze to see how many gold bars you've collected. A separate 'radar' continually indicates the position of the bats as they close in on you.

But although this is all competently done, you may be disappointed by the complete lack of animation. When you move, the screen simply switches directly to the new position. And the bats themselves – when you see them, just get larger as they approach – no flapping wings or drooling mouths.

Those who lack Sinclair's Interface 2 may also take exception to having to use the cursor keys for control – plus Caps Shift when you want to rotate.

There are a total of four mazes, linked by a lift. The bats become increasingly aggressive as you progress through each successive maze. But you, I fear, may become increasingly bored. **CA**

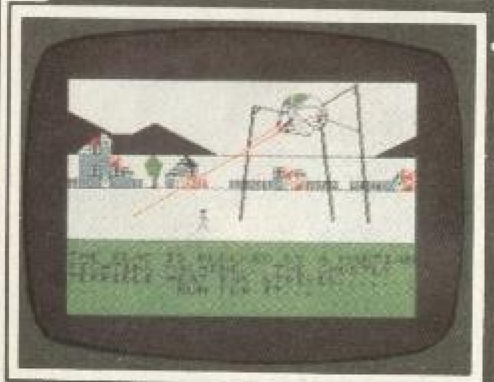


GAME: LES FLICS
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP
FROM: PSS, £6.95

First, a French lesson. *Les Flics* translates into English as 'The Cops'. So why not just call it that, you might well ask. The reason is that the game is based on the Pink Panther films in which Peter Sellers played Inspector Clouseau, whose English was as inept as his detection.

You play the part of the Pink Panther who wants to steal the Purple Puma, a priceless gemstone. Steadfast in their attempt to foil you are Inspector Cleuseau and his trusty gendarmes.

The game begins with a maze-chase sequence in which you have to escape from the pursuing squad car and enter one of the nine rooms containing various objects to help you in your crime.



GAME: WAR OF THE WORLDS
MACHINE: SPECTRUM 48K
CONTROL: CURS, KEYS
FROM: CRL, £7.95

The concept of acting out one of the most dramatic stories of all science fiction is very attractive, but this game is sadly lacking in the excitement of the radio show which threw America into a nationwide panic.

The aim of the game is to go in search of your fiancé Carrie. You have to reach six locations in the right order and on the right days. Finally you're meant to find the Martian encampment on the seventh day where all will be revealed as to the fate of you, Carrie and the rest of the human race.

The program is a graphic adventure, although there is little adventure. The occasional single letter command or



GAME: RAINY DAY
MACHINE: SPECTRUM 48K
CONTROL: KEYS, CURS, SINC
FROM: CCS, £

If it's pouring with rain outside, and the dog's just chewed up your cassette of *Revenge of the Mutant Carrots*, then you might be tempted to load up *Rainy Day*.

Hold it right there! Are you SURE you want to do this? Are you man – or woman – enough to cope with ten different mini-jigsaw puzzles? Or a Mastermind-clone? Or the dreaded 'Reaction Tester'?

That's what you'll be faced with in *Rainy Day*. The jigsaw puzzles are attractive little pictures that your Spectrum has muddled up and which you must rearrange against the clock. Very enjoyable – if you like jigsaw puzzles.

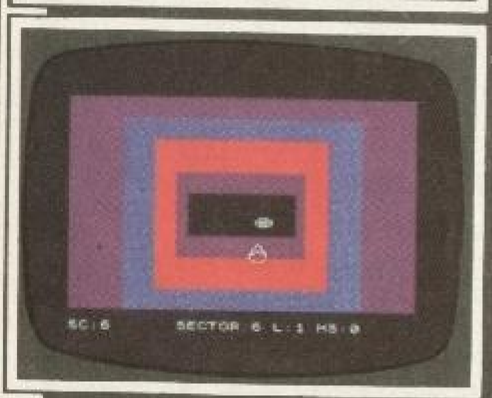


GAME: SPACE COMMAND
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP, SINC
FROM: VIRGIN, £5.95
FROM: CCS, £2.99

In *Space Command* it is your objective to defend the domed city for as long as possible against the hordes of aliens whose sole purpose in life is to destroy you. You know the sort.

Once the game gets started, you are presented with the display, which apart from the aliens never changes throughout the game. The lower portion of the screen is taken up by your city which is protected by a force field. As the aliens hit the force field it becomes weaker and eventually reduces its range. A hit by an alien on an unprotected area costs you a life.

Although the city looks good and is



GAME: DEATHSTAR
MACHINE: SPECTRUM 48K
CONTROL: KEYS, CURS, KEMP, SINC
FROM: AMAZING GAMES, £5.50

The packaging of this game looked tatty, but perhaps there was a wonderful program just waiting to get out. Then I noticed it was a 3D trench game. Unoriginal I thought but it still might be good.

I waited anxiously for this miracle of technological achievement to load. Finally I was ready to go winging my way in Luke Skywalker's wake after the evil Darth Vader.

But then I started playing, if the dictionary definition of the word stretches to this program. A flashing border appeared boxing the screen entirely, and flickering like a bad home movie. My ship dropped into the foreground and despite my best efforts



GAME: MICRO OLYMPICS
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: DATABASE, £5.95

I'm tired, so tired. It was the 1500 metres that did for me, coming after all those other exhausting events. Let's face it, I'm no Daley Thompson.

It all started in the 100 metres – my best event. I had high hopes of a gold medal. But it's really a rather frustrating experience racing against a computer which 'In all cases...achieves the current world record'.

Still, when the starting pistol – or beep – sounded I pounded away at the keys to move my legs. But to no avail. As hard and as fast as I pressed, my little legs would not carry me quickly enough. The computer recorded a time of under 10 seconds while I breasted the tape in a pathetic 14.5. Disheartening, very disheartening.

Better luck in one of the field events

M • SPECTRUM • SPECTRUM

Most of the rooms are a combination of levels, lifts and greasy poles. Objects to collect include a key, a bag, a disguise, money and a very useful dagger for disabling the gendarmes.

Once the Pink Panther has collected an object he has to escape from the room, get back in the car and speed off to another one.

Eventually he will have enough equipment to enter the room where the Purple Puma is kept. It's not easy for him to get his paws on it, though, because the room is swarming with gendarmes sporting their stylish kepis.

Players will find themselves confronted many a time with the message: 'You have been sentenced to life imprisonment in the Bastille' – a bit odd considering that the Bastille was destroyed in 1789. Much worse is hearing a horrible version of the Pink Panther theme-tune every time you are caught.

However, the game is good fun and will take some time to solve. Animation and graphics are good, but perhaps nine rooms is a little skimpy when compared to what some software houses manage to cram into a Spectrum. **PC**

GRAPHICS	6
SOUND	5
ORIGINALITY	6
LASTING INTEREST	6
OVERALL	6

decision means that the game relies mostly on the visual effects, which don't stand up to the burden.

Your character, a stick-man journalist, wanders around the drab streets of London and the Home Counties hoping to bump into a location and not a Martian fighting machine or a horde of refugees.

The fighting machines attempt to blast you, and the refugees sweep you away with them until you're totally lost again.

The only way to get back into normal play after being swept away is to quit and start from scratch, otherwise the refugees will continue to dog your every move.

It might help anyone determined to solve this adventure to read the book or listen to Jeff Wayne's musical version. Unfortunately, this program is unlikely to give you the enthusiasm to do either.

Patience is most definitely a virtue in this game and I doubt whether many people will have enough for this disappointing program. **BW**

GRAPHICS	5
SOUND	6
ORIGINALITY	8
LASTING INTEREST	4
OVERALL	5

'Code-breaker' is Mastermind with a time limit. You are allowed no more than 15 attempts to guess the code. There are three levels of difficulty that alter the number of digits in the code and the time limit.

One of the problems with 'Code-Breaker' was that if you entered a wrong digit by mistake, you couldn't rub it out and lost one of your 15 goes.

'Reaction Tester' is...well...a reaction tester. Are you 'Sober as a judge' or should you 'Take a bus'? Stop the falling ball, check your reaction time, and find out.

Rainy Day is better presented than most games compendiums, which are usually noticeable for their atrocious graphics and poor programming. What's more, it's reasonably priced. However I don't think it'll have you spending too much time at the keyboard.

Unless it really is pouring outside, and the dog HAS chewed up your cassette of *Revenge of the Mutant Carrots.* **SC**

GRAPHICS	5
SOUND	3
ORIGINALITY	3
LASTING INTEREST	4
OVERALL	4

well coloured the remainder of the graphics are poor. You can have one of three spaceships, ranging from a space shuttle-type to what looks like a green fish, none of which are spectacular.

There are a variety of aliens from an uninteresting asteroid storm to an attack of Mutant Cornflakes, and although they scroll across the screen smoothly, they occasionally jerk as they descend. Your laser beam is a straight line and the explosions are too fast to be effective.

Sound during the game is sub-standard consisting of beeps and bangs for shooting and explosions.

Not being able to move diagonally makes control of your craft extremely difficult. Another complaint is that level 1 is far too difficult for a beginning stage. The chances are you'll die of boredom before reaching the second.

Virgin have produced one or two good games, but this does not rate amongst them. *Space Command* isn't worth the time it takes to load. **JF**

GRAPHICS	5
SOUND	3
ORIGINALITY	3
LASTING INTEREST	1
OVERALL	2

moved at about half a mile an hour.

The alien craft appeared as a dot in the distance and lurched its way forward in positively hyperspatial, or was it Basic, leaps. Pressing the fire button I expected a burst of laser fire to leap from my cannons, but all I got was a small line on the screen and a noise like a mosquito being disembowelled.

I did finally manage to hit a spaceship and was rewarded with a similar sound of insect death. Darth Vader must have turned in his grave (oh! – didn't you know he died in the third film?) Eventually a slit in the screen appeared which I was informed was a force wall.

Naturally I did my best to get through it – but failed gallantly so that the secrets of the other side were kept from me. That was the best news I'd had all day – I didn't want a minute more.

This program belongs back in the grotty cottage industry days of the ZX81. I wouldn't buy *Deathstar* if I was the best friend of whoever had the nerve to put it on the market. **BW**

GRAPHICS	1
SOUND	1
ORIGINALITY	1
LASTING INTEREST	0
OVERALL	1

perhaps? No. Even more humiliating. In the Pole Vault the computer ran along, lowered its pole and effortlessly sailed over the bar. Me, I couldn't even get off the ground. But I do have an excuse – it's not very clear just when you should lower your pole. Try doing it at the same moment as the computer chooses and you'll get told off.

In fact, all the field events suffer from a difficulty in knowing how to control the figure on screen. I must have recorded the shortest distances in Olympic history at javelin, hammer and discus.

But back to the track for the metric mile. What a disaster. The world record for this event stands at 210 seconds. I recorded 578.36.

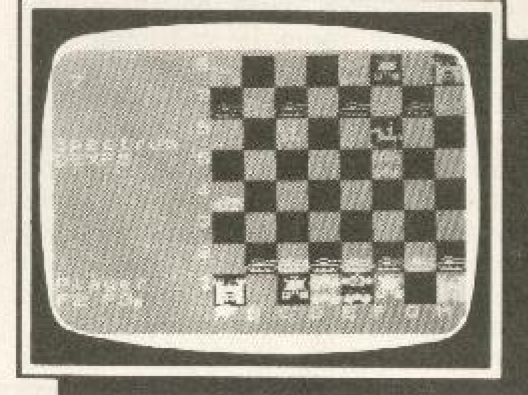
Imagine the agony of having to press two keys for nine and a half minutes. Bad on the hands and bad on the Spectrum's far from robust keyboard.

The animation in this micro version of the arcade-game *Track and Field* is excellent, with your athlete's arms and legs pumping convincingly.

The Screen backgrounds are a little dull and the sound is no great shakes but as long as you don't try to run a marathon – or even 1500 metres – you will have a lot of fun. **PC**

GRAPHICS	7
SOUND	5
ORIGINALITY	5
LASTING INTEREST	6
OVERALL	6

GAME: DEATH CHESS 5000
MACHINE: SPECTRUM 48K
CONTROL: KEYS, SINC
FROM: ARTIC, £6.95



GRAPHICS	5
SOUND	3
STRENGTH OF PLAY	5
OVERALL	5

Artic make no mean claims for this game: 'It is', they modestly say, 'the latest and greatest and most exciting chess game ever developed.' It may possibly be the latest, but the other two adjectives certainly do not apply.

In effect, you get two games. Option 1 gives you straightforward computer chess: six levels and a reasonable game.

What gives you a hint about the nature of Option 2 is the pieces: pawns are tanks and knights look particularly ferocious. The gimmick is that every time one side or another proposes to take a piece an arcade sequence ensues, with the loser also losing his piece.

Pawn x pawn produces a scene in which the computer's helicopter tries to bomb your tank before you can reach a city. The graphics are pretty, but the gameplay is minimal. Piece x different piece results in a dire version of *Galaxians*.

I'm afraid I can't see Karpov and Kasparov taking it up. **PC**

★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★

GAME: WORSE THINGS HAPPEN AT SEA
MACHINE: SPECTRUM 48K
CONTROL: KEY, CURS, SINC, AGF
FROM: SILVERSOFT, £5.95

GRAPHICS	8
SOUND	8
ORIGINALITY	10
LASTING INTEREST	8
OVERALL	8

I used to have terrifying dreams about being on board a ship which was gradually springing leaks, and I had to tear around trying to fix them. This game is my nightmare come true.

The terror begins when you, a service robot, materialize in the bridge of the ship. This is one of the ship's 11 compartments, only one of which can be displayed on screen at once. You glance at your instruments, and see that – aagh! – water is pouring into the ship's hold!

So off you run, pausing only to grab a sealing patch, and fumble your way through the ship's compartments until you reach the leak. Drop the patch onto the leak. Phew! But already the water level's high, causing you to lose power – better get out fast!

You leave, but then...oh no! You forgot to close the door. The water's pouring through into this room. Quick! Seal the door and get to the pump. But where's the pump handle? You left one in another room. No time to get it, because your power's running out. Help! Must get back to the bridge to recharge.

Just in time! And now if you're lucky you can dart back to one of the water-filled rooms and pump it clear. If not, the ship's in danger of going down. But...panic! Another leak has sprung! And water's entering the bridge! If it gets at all deep the recharger will no longer work. That's it! You're out of power. The ship sinks with thousands of pounds of cargo on board.

Worse Things Happen At Sea is a brilliantly original panic game. It's so playable you can start enjoying it from the word go, yet as it goes on, you have more and more to worry about – enough to turn even a skillful player into a gibbering wreck.

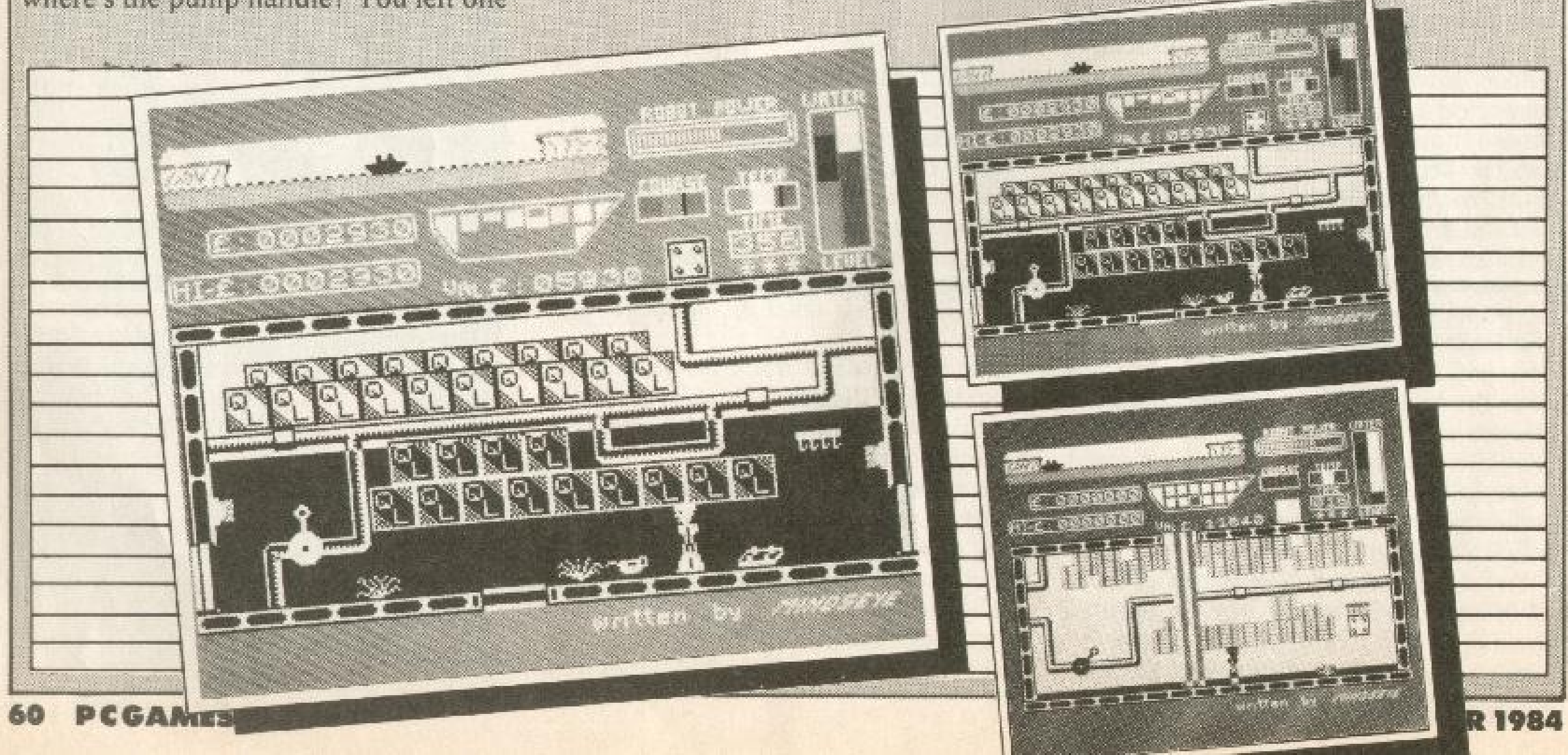
After learning to cope with leaks and pump handles on your first turn, you must then on your second turn take time to keep steering the ship on its proper course. And on your third, worse things still happen – including the engine overheating.

The screen is very cleverly designed: the bottom half shows the compartment you're in complete with leaks, pump, and rising water level. The upper half has a number of indicators including the robot's remaining power, ship's direction, distance to harbour, and, most important, the water level in each compartment.

The robot runs around in a rather comic jerky style, accompanied by frenetic sound and some attractive tunes. It's particularly enjoyable watching him pump out a compartment.

Doors are quite difficult to close – you often accidentally walk through them instead, which can be fatal. But you can avoid opening and closing them, by a power-consuming mode of travel called 'supa-step'.

Many of Silversoft's previous efforts have simply been copies of arcade games. This one is in a different class. It's horrifyingly good. **CA**



A STEAL AT THE PRICE!

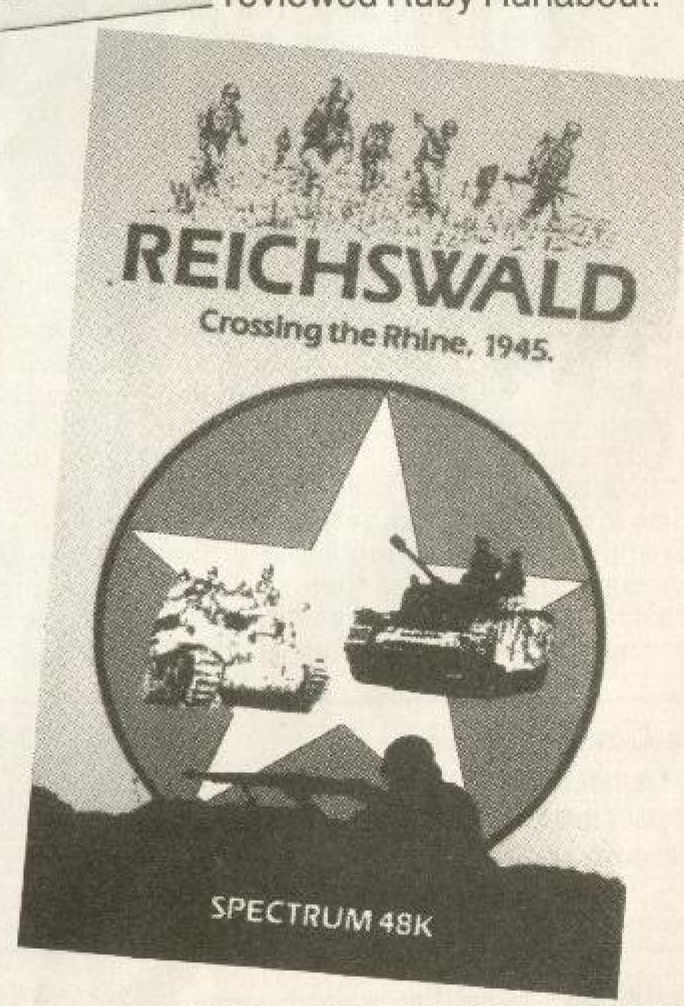
3 GREAT GAMES FOR THE 48K SPECTRUM

£1.99

EACH!

"It's a gem" . . . said *Popular Computing Weekly* when it reviewed Ruby Runabout.

NEW RELEASES AT £1.99 INCLUDE:



SPECTRUM 48K
CODE BOOK CAPER Graphic adventure
SNIPER Strategy wargame

TEXAS TI 99/4A
WOOMPH! The minefield game
SNAKES & LADDERS Computer board game for the kids
TORPEDO ATTACK Action filled arcade game

TEXAS TI99/4A: £5.50
TOMB OF MYCLOPS (Ext Basic) Ingenious Adventure
ROCK STORM Arcade Action great graphics & voice compatibility

DRAGON 32: £5.50
PRATFALL PEARLY Graphic Adventure
STAR CARGO Space Arcade Action

SPECTRUM 48K: £5.50
REICHSWALD – The American offensive on the Rhine – March 1945. Superb strategy game from MW GAMESWORLD. Easy to learn, impossible to master!

AND ALL OTHER TITLES ARE GREAT VALUE TOO!

ASK FOR OUR GAMES AT YOUR LOCAL COMPUTER SHOP OR DIRECT FROM:

SCORPIO GAMESWORLD

11 FENNEL STREET, MANCHESTER M4 3DU
Telephone 061-834 2292.

Distributor & Trade Enquiries Welcome

We welcome high quality programs for any computer



SPECTRUM • SPECTRUM • S

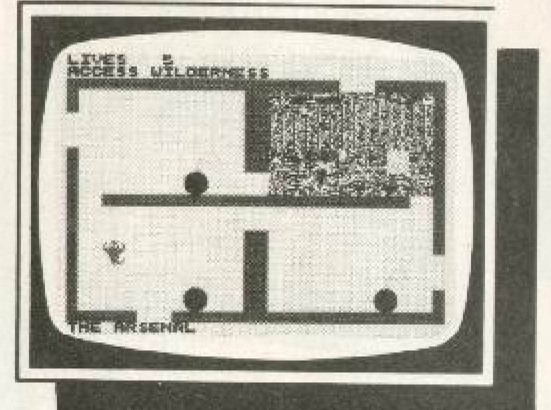
GAME: RAPSCALLION
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP, SINC, CURS, FULLER
FROM: BUG-BYTE, £6.95

'You are in low spirits.' And it's not surprising, considering that nasty Rapscallion has pinched your crown and castle and thrown you into the dungeon. Not even landlords behave like that.

So the object of this 'fully animated cartoon adventure' is to get back what's yours. A Fairy Princess enters your dungeon, releases you from the ball and chain and grants you six lives as either bird or fly.

To get back your title deeds you will have to travel through three different areas full of peculiar perils: the Wilderness, the Magic Labyrinth and the Castle. These are made up of well over 50 locations.

In the Wilderness your task is to find the key to the Magic Labyrinth – you can't get in without it. Since there are 20



locations in the Wilderness it's no easy job.

In the Dining Room entrance and exit are guarded by gigantic, chomping jaws. Crazy tennis players await you in Anyone For Tennis. In Cat Alley there's a big cat who likes nothing better than a tasty bird for a snack. And so on – each of the rooms has its own wacky dangers. In some, then, you will be better off as a bird while in others it's worth losing a life by changing into a fly. Lying around here and there are gems and charming pixies. Touching them will get you a bonus or some useful information.

Making a map is essential in *Rapscallion* – without it you'll never retrace your steps to the Labyrinth entrance. Once you've got the key and entered the Labyrinth you encounter a series of miniature arcade obstacles, including rampaging pacmen, aggressive brooms and a nasty minefield.

Rapscallion's graphics and animation are good, but not quite up to the standard of games such as *Jet Set Willy* and *Sabre Wulf*.

Maybe there's not as much to it as these games but at least it's not as bugged as *JSW*. The variety of dangers involved should keep you keep you happy for quite some time. **PC**

GRAPHICS	7
SOUND	5
ORIGINALITY	6
LASTING INTEREST	8
OVERALL	8

GAME: STAR TRADER
MACHINE: SPECTRUM 48K
CONTROL: KEYS, CURS, KEMP, SINC
FROM: BUG-BYTE, £6.95

Greed raises its ugly head in this interstellar economy simulation. You play the skipper of the only cargo ship in a galaxy infested with pirates.

You aim to make a healthy profit by supplying eight planets in the system, buying low – and then selling high to the local traders.

Dealing in eight commodities you move between planets avoiding pirates and customs officers whose combined depredations make large dents in your profit margins. Constant reports are available on your status and that of the planets' economies and also the goods you are carrying.

Between trips you have to find the time to eat and drink and rest as normal. Trading hours are controlled as in the average high street – so there's a lot of maddening waiting around. These periods are best spent stuffing your face



to stay alive.

The flight between planets is far from being the best display of 3D graphics on the Spectrum (as Bug-Byte claim) and you are left too long with nothing to do but watch passing asteroids.

Sudden pirate attacks certainly relieve the boredom. Numerous ships sweep towards you in 3D pounding away at your vulnerable shields. These attacks are very hard to survive and make a welcome change from the text responses of the rest of the game.

But the most frightening things you'll encounter are the grizzly looking inhabitants of the different planets. These faces loom up on the screen every time you enter a shop to buy or sell goods. I didn't trust them an inch.

You must watch your Credits carefully as you deal with these shady characters (who, funnily enough, all look like the same guy in different disguises). At each shop you decide if you want to sell or buy. If buying you ask the program for a list of the commodities in stock and judge what goods will make you a killing.

But your first visit should be to the general store to buy a laser and power packs – to stop the pirates making a 'killing' out of you. **BW**

GRAPHICS	5
SOUND	2
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	5

GAME: DECOR WRECKERS
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP
FROM: SCORPIO SOFTWARE, £1.99

No painting the town red in this game, just the screen yellow as your roller tries to fill in the display.

With a diminishing paint supply, a falling bonus and bothersome bugs, you are up against it. But there's not much of interest in what is an inferior version of an old game. **BW**

GRAPHICS	4
SOUND	4
ORIGINALITY	1
LASTING INTEREST	3
OVERALL	4

GAME: DOGFIGHT
MACHINE: SPECTRUM
CONTROL: KEYS, JOYSTICK
FROM: SLOGGER SOFTWARE, £5.50

An enjoyable version of the two-player game of aerial tactics and destruction.

Armed with 512 rounds of ammunition you whirl around the heavens in your biplane trying to get on your opponent's tail and blow him to smithereens.

Of course, most of the time you're more in danger of hurtling into some of the scenery. **PC**

GRAPHICS	5
SOUND	4
ORIGINALITY	3
LASTING INTEREST	6
OVERALL	5



GAME OF THE MONTH

GAME: QUO VADIS
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: SOFTEK, £9.95 CASS, £11.95 DISK

The mysterious underworld of *Quo Vadis.* 1 Deadly snakes 2 Shields and torches 3 Treasure chests 4 Dark passageways 5 Lava pits!



Before reading this review, take a look at the screen shots on this page. Not really sensational, are they. Glance at the graphics and sound ratings. Pretty ordinary. Now scratch your head and ask yourself why on earth *Quo Vadis* is PCG's Game of the Month.

The answer's simple: size. This game will have you exploring a system of underground caverns no less than 1,012 screens big. That makes it the largest arcade-adventure yet seen on a micro.

Softek have some interesting statistics on it. They say that the biggest of the game's 118 caverns is larger than the entire playing area of Alligata's extensive *Son of Blagger*. And if the knight who carries out the quest is scaled up to six feet tall, the total distance he would have to travel to solve the game works out at over two miles.

The tape version of the game uses a turbo loader to load in about four minutes, but on our pre-production copy this was not yet working reliably. Softek are also printing a glossy booklet offering a few hints and tips, and the start of a map of the caverns.

Making a map is probably the only chance of solving the game – I doubt anyone could remember the details of an underground network which is 46 screens deep and 22 wide. Especially as these aren't separate screens which you jump in and out of. What happens is that as you move, the picture scrolls (smoothly), revealing a little more of the nearby landscape – a moving window on a mysterious underground world.

Although your first impression of the graphics may be unfavourable (most of the time only two colours are used), they seem to improve with playing. Blazing torches, flickering candles, large wall-mounted shields, staircases, carved pillars, rough-hewn rock walls and dark passages: all these add up to create just the right atmosphere of musty Roman catacombs.

The aim of your journey is to try to locate a sceptre, and then get back to the surface. The first person who does this successfully will win a special prize from Softek, a real gold and silver sceptre which is currently being made. However, even if you know the way, the quest is apparently still likely to take you several hours!

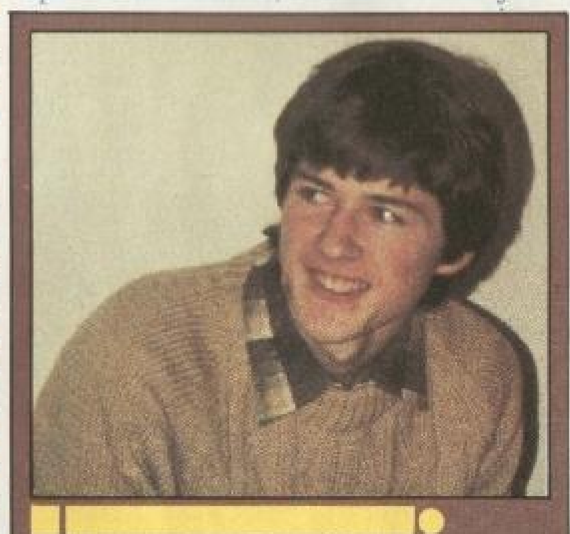
That's because movement through the caverns is by no means easy. Each one is filled with a large number of 'rock ledges' and you make progress by leaping from one to another, as well as by occasionally climbing up and down ropes. Meanwhile, you have to watch out for lava pits. Normally you can drop any distance without hurting yourself, but falling in the lava kills you outright. Yes, *Quo Vadis* is a platform game.

It's also a shoot-'em-up. Each cavern is populated by one of 38 different species of monster, and as soon as you step through the cavern door they swarm into the attack. You have to use the joystick to fire in any of eight directions – and you'd better be a mean shot, because each time you get hit you lose power points. Once these have fallen from 100 to zero, you're dead and the game ends.

You can restore your power supply by discovering treasure chests at certain fixed locations. You will also occasionally discover riddles written on the cavern walls. Answering these will provide clues to the location of the sceptre.

One slight disappointment is the knight himself. For something which is on screen the whole time, he's not very interesting to look at, and his animation is simple. Similarly the sound, although effective, is not quite up to the standard of some recent 64 games – it consists of an eerie tune and muffled explosions when you destroy monsters.

But sound and graphics aren't the point. The appeal of *Quo Vadis* is the incredible challenge it offers. So far Commodore 64 owners have been starved of the hugely popular exploration games such as *Atic Atac*, *Sabre Wulf* and *Jet Set Willy*. Now the tables are turned. They have at their disposal a game which a Spectrum's memory probably couldn't hold. **CA**



Softek's star programmer

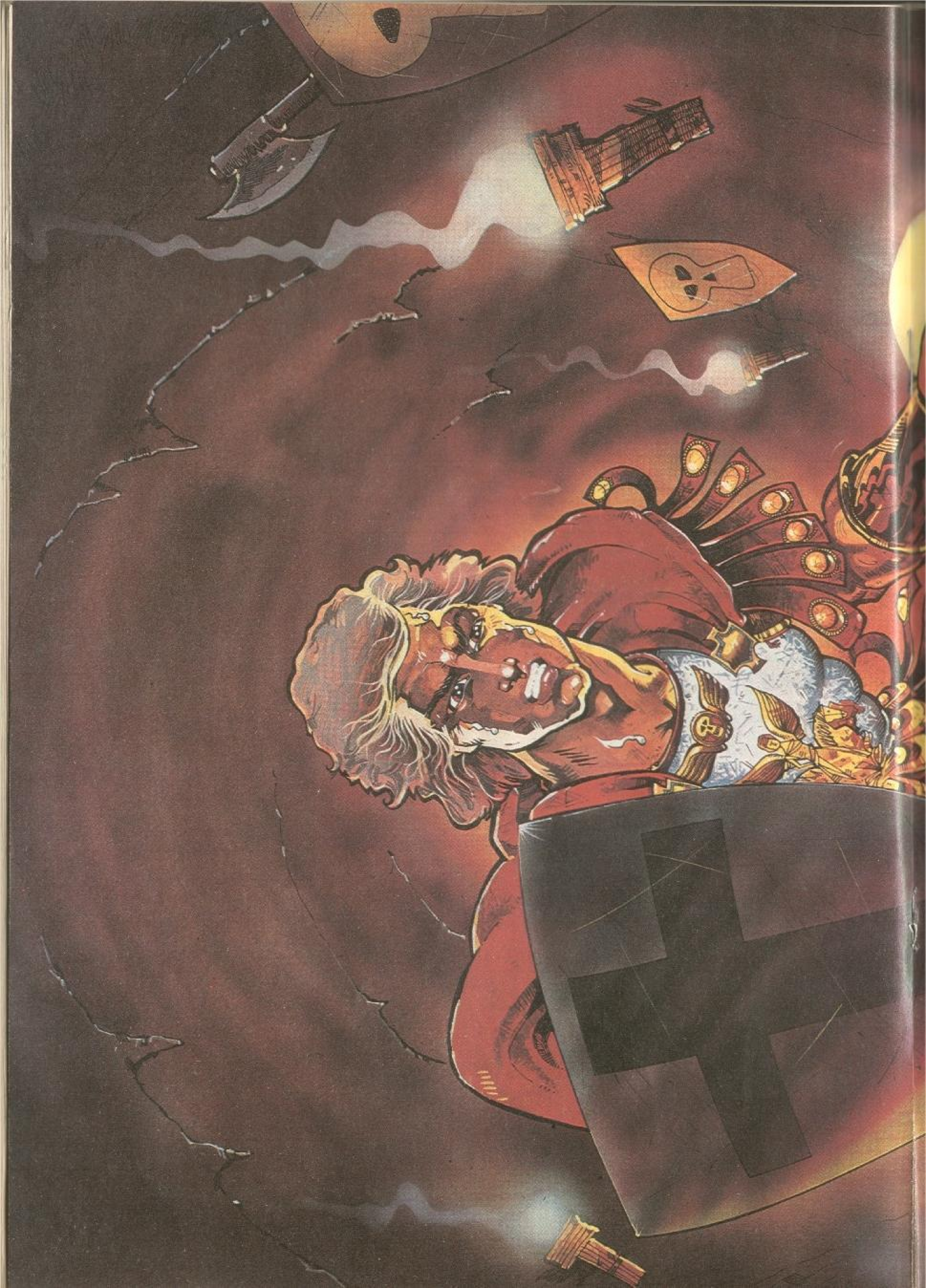
Meet the author of *Quo Vadis*, 19-year-old Steven Chapman from Buxton in Derbyshire. Incredibly, he began programming on the Commodore 64 only last Christmas, although he previously had titles released by Softek on the Oric, including *Acheron's Rage* and *Dracula's Revenge*.

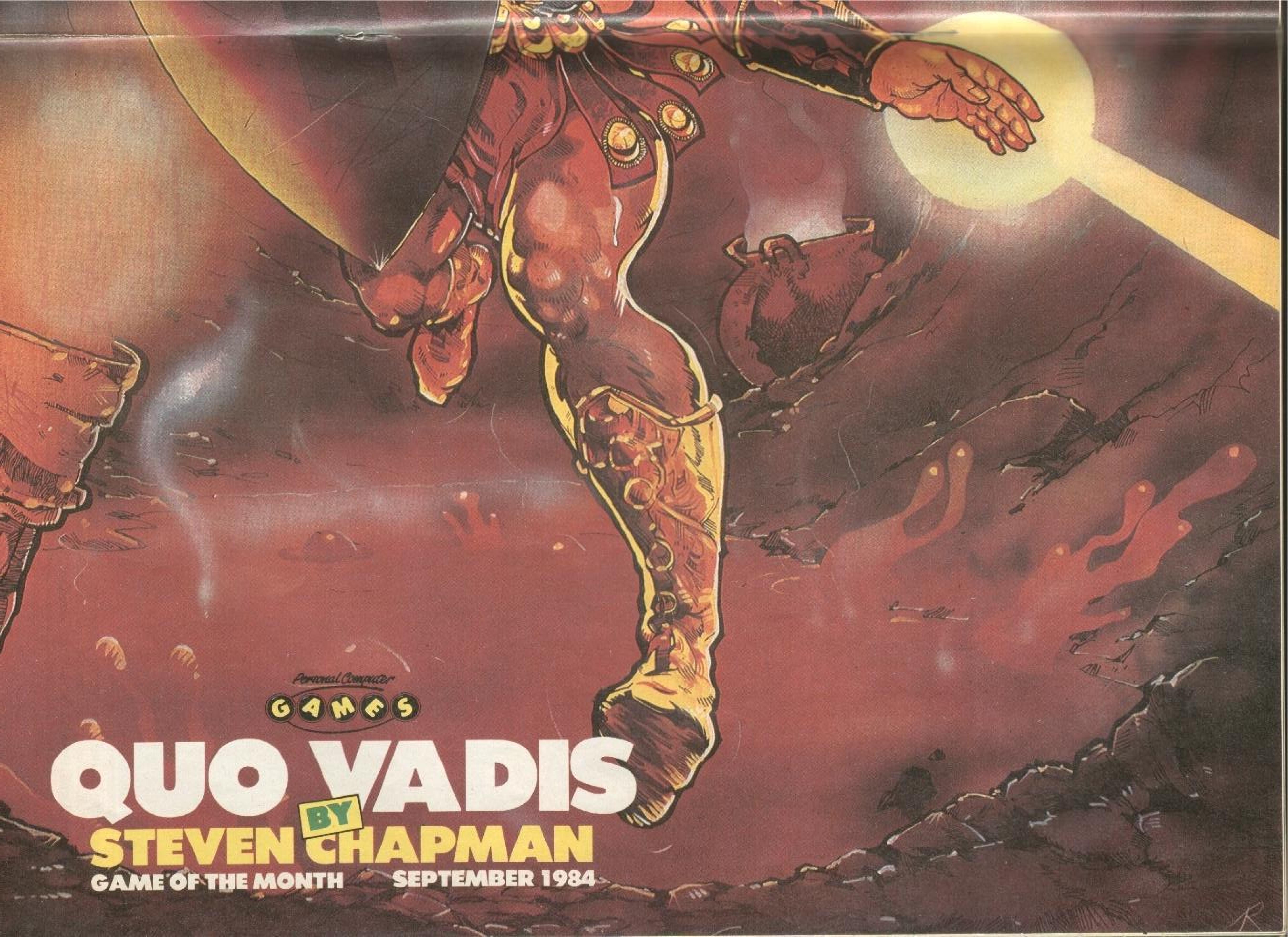
His first 64 game was *Revelation* (reviewed in this issue), but *Quo Vadis* is a vastly more ambitious project. It took him two months, often working late into the night.

One of his biggest fans is his father – he's already spent many hours fighting through the caverns of *Quo Vadis*. 'I beat my record last night,' Mr Chapman senior told PCG. 'I've reached 220,000 points.'

Steven pulled out of a university course last autumn to do programming full time. At the time it was a big risk but now it's beginning to look like an extremely smart move.

GRAPHICS	7
SOUND	5
ORIGINALITY	9
LASTING INTEREST	10
OVERALL	9




Personal Computer
GAMES
QUO VADIS
BY
STEVEN CHAPMAN
GAME OF THE MONTH
SEPTEMBER 1984

Gremlin Graphics
buy these games at your peril!

Two new games to drive you as potty as Percy, as mad as Monty packing in as much excitement and nerve racking tension as anything you can buy. The first launch from a new company whose design team have already shown themselves to be masters of games planning, graphic and sound effects.

Tony Crowther

One of today's brightest and most successful games developers, author of such outstanding hits as Loco, Blagger and Son of Blagger. A "Crowther Classic" is not just a game but an enthralling opportunity to challenge one of the liveliest minds in modern games computing circles.

Peter Harrap

A sparkling new approach from a fresh face to Spectrum programming. His Monty Mole has created outstanding interest and received fine reviews from games "buffs", national press, radio and television.

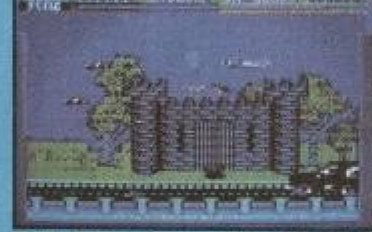


MONTY MOLE

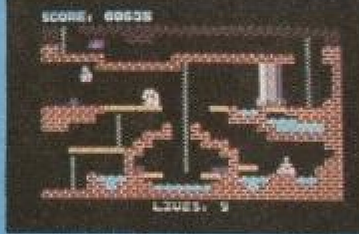
Percy the Potty Pigeon – Make a suicide journey with our fluffy little friend Percy in his desperate attempts to build himself a cosy little home. Plunging to near certain destruction this crazy little bird has to pluck ten nest building twigs from the path of onrushing traffic, frantically avoiding the unwelcome attentions of a pigeon eating cat and starving ferret. Once off the tarmac the danger doesn't end as Percy carefully avoids the kamikaze planes, balloons and twig snatching sparrows before he can complete his nest and move to next level. But don't be totally disheartened our loveable little character has a few surprises of his own in the shape of revolting explosive eggs.

Wanted Monty Mole – Facing a long cold winter Monty Mole makes a daring, coal snatching raid to his local South Yorkshire pit. Grabbing a miner's bucket he heads into the darkness on his illicit escapade, soon to realise that the flu may have been a better choice. Alas there's no turning back. Onward to do battle with flying pickets, mammal eating fish, trundling coal crushers, roaming coal drills, filling his bucket dodging the disappearing floor.
With his bucket filled, Monty makes his escape only to surface in Arthur's castle with this most imposing of leaders barring his way seated on his graphite throne. Cleverly seizing his only chance of toppling the great man, Monty collects the secret ballot papers and vote casting scroll. But Arthur's no fool when it comes to the heavy stuff and his personal bodyguard of super fit pickets and deadly flying hairsprays put up an almighty struggle with our valiant Mole.

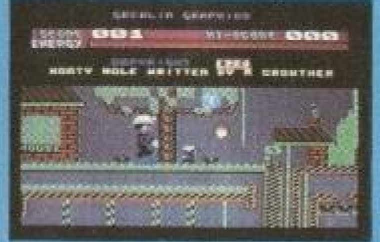
COMING SOON!
Potty Pigeon on Spectrum 48K



Potty Pigeon Commodore 64 £7.95



Monty Mole Spectrum 48K £6.95



Monty Mole Commodore 64 £7.95

If you can stand the nerve tingling excitement get your game from all good computer dealers.

Distributed by: Centresoft Tel: 021-520 7591 and R & R Software Tel: 0226 710414

For amazing graphics and outstanding sound effects run a gremlin through your micro.

Gremlin Graphics, Alpha House, 10 Carver Street, Sheffield S1 4FS. Telephone: (0742) 753423





REVIEWS REVIEWS REVIEWS REVIEWS R

ADVENTURE WORLD

FORGET THESE TREASURES!

Some of the games that have made their way to the White Wizard's Fortress of Solitude this month are pure rubbish. First into the bin was ***The Five Treasures of Ryzar*** from Space Age Software.

This 'original and exciting adventure' is about as original and exciting as a spell for making lizards burp. 'You are not limited to single-letter commands' boasts the press release. Big deal. You are, however limited to a very small vocabulary and an extremely repetitive scenario.

The display shows a line drawing of the room you happen to be in. You can choose between 'Olde Englishe Text' and the normal Spectrum character set; and a brief message tells you the number of the room and which direction you're facing in.

The direction is really pretty pointless since the program doesn't understand words like North, South etc. You have to type in 'Go forward' or 'Go backwards' to move about. Most of the time you type in instructions you are told that 'You can't do that here', without it being at all clear why you can't.

Every time you enter a new room another ugly line drawing, featuring a number of blank walls and a door or two, is flashed onto the screen. Sometimes you appear to be in a new room but the display tells you that you are still in the old one. All very confusing.

Your task is to collect the five treasures of Ryzar from the five different levels below the city, but however exciting the objective may sound, the game, I assure you, isn't.

Classic

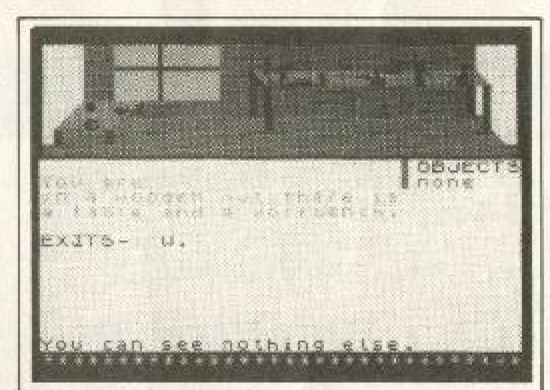
I was getting rather depressed by this stage, but the next offering, ***Odyssey of Hope***, from Martech, cheered me up considerably.

Martech's game looks different from the start. The instructions are printed on the pages of a book that turn as you read them. The adventure itself has scrolling text with attractive graphics at the top of the page that draw instantly and are among the best adventure graphics I've seen on the Sinclair machine.

You have to travel around the classical world of ancient Greece hunting for Hope, which has been stolen, and restore it to Mount Olympus.

Compared to *Five Treasures of Ryzar, Odyssey of Hope* seemed like game of the year. In fact, it's a rather average adventure that is perked up with some surprising additions. First, the sound effects.

Standing in the temple, you hear a hissing sound between inputs. Hang about too long and you get bitten by a snake. After that, in another location, you can be sure I didn't stick around to



● *Odyssey of Hope*

find out what the buzzing sound was. Being stung to death by savage bees isn't my idea of a Greek holiday.

The responses are a bit slow in Martech's game, but otherwise I found it an attractive if rather unexciting game. One thing that annoyed me was the response to my entry 'Use loom'. 'What!', the program replied, 'That's women's work!'. The assumption that only men, boys and wizards play adventures is not only incorrect, but also, I think, a little insulting to half the population.

Wild West

However, it's very much a man's world in ***West***, a new game for the 64 from another company jumping on the adventure bandwagon, Talent Software.

This is a rather unusual game, a text-adventure but with a real-time element which can make play rather bizarre, to say the least.

The setting is an old, decaying town in the Wild West, and droves of gun-toting bank robbers are on the loose. When you encounter one you have to type in 'SHOOT' at top speed or you're liable to bite the dust with a bullet in your back.

Since we wizards have always preferred spells to touch-typing, this proved a most demanding ordeal.

Even stranger is that when you die you are simply returned to the starting point minus all your possessions, including your gun. So you must immediately hare back to the site of your death where you will discover 'a familiar corpse' from which you can recoup all your property.

Unfortunately there are some locations you can't return to safely – should you die in one of these you might as well reload the tape (takes 15 minutes) although you do have the option of loading a previously saved position.

Since you have 30 lives, it's not long before the locations you visit are populated by 'familiar corpses' of you and your trusty steed and, as the text keeps telling you, 'the stench is awful'.

Another unusual feature is that should you happen to pick up a pack of cards, you're likely to be challenged to a game of Pontoon, the rules of which are explained in the cassette inlay. You can keep playing as long as you like and if you lose you'd better have some money with you or guess what happens. Mind you, if you win the robbers don't seem to take that very kindly either.

Other features which won't appeal to the purist are the rather bald nature of the descriptions and the fact that many common words such as 'Wait' and, more ominously, 'Help' are not understood. But the instructions claim a vocabulary of up to 200 words, and there seems to be quite a large number of locations.

The aim in ***West*** is to track down the bank robbers' loot and escape from the town in one piece. Could appeal to anyone fed up with battling dragons, trolls, and serpents – but look out for the rattlesnake!

GAME	MACHINE	PRICE	COMPLEXITY	ATMOSPHERE	INTERACTION	VALUE
5 TREASURES OF RYZAR	SPECTRUM 48K	£5.20	4	1	1	2
RUBY RUNABOUT	SPECTRUM 48K	£1.99	4	5	4	6
ODYSSEY OF HOPE	SPECTRUM 48K	£5.95	6	6	5	6
WEST	CBM 64	£9.95	7	6	6	6
ORACLES CAVE	CBM 64	£7.95	3	5	2	4
SHENANIGANS	DRAGON	?	7	7	6	7
SEA QUEST	DRAGON	?	7	8	6	7

Dorcas Software are a company I haven't stumbled across before. Their game ***Oracle's Cave*** for the 64 is one of those 'hit points and heal wounds' programs where you go for a wild romp through a maze of caves, attacking ogres and cackling with glee at the sight of gold.

Dorcas' game is different because of the quality of the graphics. There's a display of the cave you find yourself in at the top of the screen. Below is a status display and a map of the caves which is added to as you explore them.

In each location you are presented with different choices depending on what you're up against. Commands are entered with single key-presses and the results are then displayed graphically on the screen. Move straight ahead and a little figure walks hesitantly along the tunnel. He can also climb up and down ladders, fight with assorted monsters and, of course, collect treasure, food, potions, and all the other curiosities to be found in your local cave complex.

The White Wizard is not, as I've said before, a great fan of this type of game. I prefer to have the opportunities (and even, sometimes, the frustrations) of proper text input.

I also prefer to have something more to do than just go around collecting treasure and fighting. However the graphics did add to the atmosphere and I enjoyed it more than most programs of this type.

Pot of gold

The troubles at Dragon came at a particularly unfortunate time for adventure players because Dragon Data have just produced two excellent games for the Welsh machine.

Shenanigans and ***Sea Quest*** are among the first games for the Dragon with decent text/graphics displays. You get a picture in the top half of the screen and a scrolling text-window below, with both upper and lower case letters.

The graphics are great – and in ***Sea Quest*** they even boast the occasional animated effect as waves cross the screen, or a waterfall plunges down onto a beach.

Both games have you searching for treasure. ***Shenanigans*** has, as the name may suggest to you, a distinctly Irish flavour. Searching for the pot of gold at the end of the rainbow, you'll have to solve a number of tricky puzzles with the aid of a decent vocabulary and an excellently presented program.

What I liked about both these games was the logic behind them. In ***Shenanigans*** one of the first puzzles concerns a mail box. How do you open your mailbox in the apartment building unless you know which mail box is yours? The White Wizard struggled with this for quite some time, and eventually gave up in despair.

The solution (given me by a very helpful man at Dragon) was so blindingly obvious and so logical that I couldn't help laughing. What was it, I hear you cry? Check out next month's tips grid to find out. Meanwhile, rush out and buy the game.

Sea Quest is every bit as enjoyable as ***Shenanigans***. Instead of leprechauns you'll be rubbing shoulders with mermaids and sharks, buying goods on credit, and finally humping your hard-earned treasure back to a cave on the beach. Definitely a game to dive for.

Both programs are two word input only, but this never seems to be a limitation and each game is quite clear about telling you what it understands and what it doesn't. These two adventures are easily comparable to games on the Spectrum in presentation and content. I only hope that despite Dragon's troubles they will continue to be readily available in the shops.

Ah well, as Mark Ormiston pointed out in a letter last month, Dragons are a persecuted minority. And on that note, fellow adventurers, I take my leave and wish you well.

DVENTURE NEWS · ADVENTURE NEWS ·

Reincarnation of Carnell

Carnell Software, who went into liquidation in June, have had their adventures saved by Innovision, a company set up by Mastertronics.

Wrath of Magra, *Black Crystal* and *Volcanic Dungeon* will all be sold by Innovision, who also have the rights to the other Carnell titles. *Wrath of Magra* should be the first re-release and will retail at its original £11.95 price.

Level 9's return

The new blockbuster from Level 9, *Return to Eden*, is expected in the shops in the next few weeks. Significantly, the company are departing from their text-only tradition and are planning to include graphics in the new game.

Return to Eden is the sequel to *Snowball*, and will be available for a wide range of machines including possible versions for the Memotech and the Amstrad. Only the Spectrum and the Commodore 64 versions will have graphics. The game will cost £9.90.

Doom for '64

Artic's well-known series of adventures, including *Ship of Doom* and *Ground Zero*, are to be released on the Commodore 64.

The games will be slightly enhanced with colour text plus save to tape and save to disc options. *Eye of Baine*, their new graphics adventure, is currently being released for the Spectrum and all programs will cost £6.95.

Karn II arrives

Fans of *Heroes of Karn* from Interceptor will be pleased to know that there's a sequel in the pipeline. Called *Empire of Karn*, it features instant graphics, an enlarged vocabulary, and follows on where *Heroes* left off. It should be in the shops for the Commodore 64 in September, price £7.00.

Meanwhile Interceptor have also released a follow-up to their Spectrum adventure *Message from Andromeda*. The game should cost around £5.50. Plot details were not available at the time of going to press.

Help for headbangers

Stop banging your head against the wall in *Snowball*, *Ship of Doom*, and *The Greedy Dwarf*. Check out this month's timely tips.

The clue codes each identify a square on the grid. Start at that square and read every other letter until you have a complete sentence.

When you reach the end of a row, go back to the beginning of the next one and carry on. If you reach the bottom of the grid, start again at the top.

1. Can't get the key from behind the glass in Artic's *Ship of Doom*? You'll need the sonic screwdriver for this. (clue code B1).

2. Keep getting killed in the *Cave of Echoes* in Goldstar's excellent adventure *The Greedy Dwarf?* No problem. (clue code A2)

3. Want to get past the Waldroid at the bottom of Jacob's Ladder in *Snowball?* Now you can. (clue code D2).

	1	2	3	4	5	6	7	8	9	10
A	T	W	R	A	U	L	E	K	B	Q
B	P	U	O	I	I	E	N	T	T	L
C	S	Y	O	I	N	E	I	T	C	L
D	Y	B	P	L	Q	I	D	N	O	D
E	N	W	T	A	R	L	E	D	A	R
F	D	O	T	I	H	D	I	W	S	I
G	S	T	I	H	G	A	N	E	E	R
H	D	O	Z	S	I	O	H	I	O	P
I	R	A	Q	I	A	N	O	T	H	E
J	R	A	G	A	T	L	A	S	T	E

The Wizard's Mailbag

The White Wizard has been flooded with offers of assistance and cries for help this month. We'll be launching our new 'Helpline' column in the next issue – in the meantime there's just room to mention the following courageous adventurers.

First, an honourable mention of Stuart Henderson of 61 Stevenson Drive, Edinburgh EH11 3DU, who says: 'I would be honoured and delighted to help people who are stuck with either *The Hobbit* or *TKV*.' Thank you Stuart, and yes, there do seem to be a few anguished cries coming from the Goblin's Dungeon. If you can hear me in there, prisoners, drop Stuart a line and perhaps you'll be out in time for the next issue.

D. Parkes of Stoke-on-Trent is having trouble with Adventure International's *Incredible Hulk*, as are a number of other readers. The game holds no difficulties for Colin Sharp of Hitchin, who writes: 'I think this is Scott Adams' best adventure yet, difficult yet logical. These hints may put troubled Hulks out of their misery: The domes – the same yet so different. The egg – tasty. The ring – scratch your head about this one. The bees – wave them goodbye.'

Colin goes on to give a list of games which he can give help on. These are: Level Nine's *Colossal Adventure,* Scott Adams' *Voodoo Castle* and *Pirate Adventure*, plus *The Hobbit*, and Channel 8's *Golden Baton* and *Circus*. His address is 53 Silverbirch Avenue, Stotfold, Hitchin, Herts. Many thanks, Colin, and I'm sure there'll be some fellow adventurers who will need your expert assistance.

Interceptor's *Heroes of Karn* on the Commodore 64 has also prompted a good deal of correspondence. 'I cannot find any possible way of getting past the vampire bat, pirate, or giant spider, let alone the witch!' writes Michael Bunker, of 20 Minsterley Drive, Acklam, Middlesbrough, Cleveland, TS5 8QR. My goodness, Michael, you are having problems. Can anyone out there drop him a line and put him out of his misery?

George Williams, of 32 Meadow Road, Romford, Essex RM7 0LP, is having trouble completing *Rescue from Castle Dread* for the VIC 20. 'The problem is that when I ask for help it sometimes replies "Use Magic!". I have tried everything that I can think of, including abracadabra. Can you please tell me what this clue means?'. Well, George, as a member of the Magician's Union I am forbidden to disclose any information relating to magical practises. Any non-union members out there, however, may be able to help you.

That's all I've got room for this month. Don't forget – if you're stuck, stumped, or stalled then just jot down your problem on a postcard and send it to: The White Wizard, c/o Personal Computer Games, 62 Oxford Street, LONDON W1A 2HG. Remember to include your name and address, and of course the name of the game you're stuck in and the machine you're using.

Keep those letters coming!



Just a taste of the graphics from Melbourne House's up'n'coming adventure *Castle of Terror*. To be released in mid-October for the Commodore 64, this game looks like setting a new standard in adventure game graphics. The program also features complex input and sound effects as you battle your way to Dracula's castle to rescue a damsel in distress. Sounds like a good deal at £9.95.

Adventurers' Guide Book

Another useful publication from the Duckworth stable, produced by Mike Gerrard, is the **Adventurer's Notebook**, a slim spiral-bound volume designed to aid the player in any quest he may choose to undertake.

The book falls into two parts. The first contains general notes and hints on playing adventures and a survey of the current scene.

The second section contains a series of blank adventure 'maps', laid out in grid form, which you can use to map out whatever game you are playing.

At first sight, this book seems like a great idea, but I have a few reservations about it. The first is that some of the information is very incomplete. To say, for example, that the Dragon is 'a machine that doesn't rate very highly for adventure players' is rather wide of the mark – no mention, for example of the *Dan Diamond* series.

My other reservation is about the maps. More and more adventures these days are not mappable on a simple grid lay-out. This doesn't mean, of course, that the grids are useless, just that sometimes you will find yourself having to resort to all sorts of symbols to make sense of your wanderings.

That said, Mike Gerrard's book is a neat package, and at £3.95 it isn't going to burn too big a hole in your pocket.

ADVENTURE NEWS · ADVENTURE NEWS ·

Mega sorcery

Micromega, producers of *Deathchase* and *Full Throttle* for the Spectrum, are entering the adventure market.

If they manage to match the standards of their arcade games, then *Kentilla* – their first adventure release – could be a winner. The game has been described as a 'sword and sorcery game in the classic mould' and comes with graphics and interactive characters. *Kentilla* will cost £6.95.

Blackstar returns

CDS are re-releasing the excellent text adventure *Castle Blackstar*, first seen from SCR Adventures. The game is available for the Spectrum, Dragon 32 and 64 and later for the BBC, Commodore 64, Oric Atmos and Amstrad.

A sequel, *Pyramids of the Sun*, is also under development and should be available by early October for the same machines.

Valley on Spectrum

Great news for Spectrum owners. Bug-Byte are releasing a Spectrum version of *Twin Kingdom Valley*, the popular CBM 64/BBC game with interactive characters, tricky puzzles, and 170 graphics locations.

The Spectrum version of the game has been 'slightly enhanced' and is compatible with the Currah Speech unit. Be prepared to pay £7.95.

After the bomb

Channel 8 are now sole distributors for the entire Digital Fantasia range. What's more, they're bringing out two new titles, *Midwinter* and *After the Fire*.

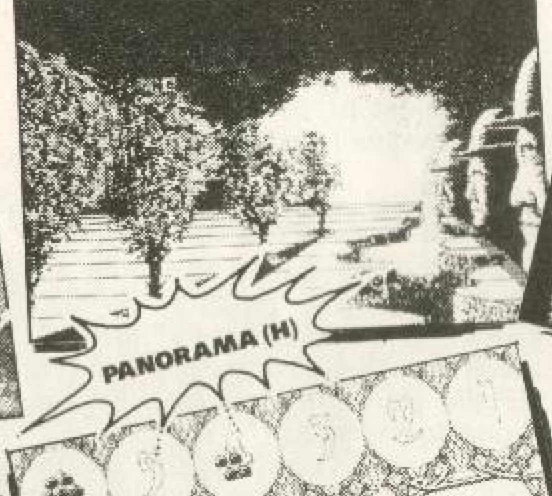
In *After the Fire*, you have survived a nuclear holocaust and find that you are the only person not affected by nuclear radiation. *Midwinter* has you in the grips of the Ice-Age with only 12 days to melt the ice and save the world. Both games change hands for £9.95 and will be available for the BBC, Oric, Atari, Spectrum, Dragon, Commodore 64, and possibly – wait for it – the Sord M5.

WE'VE GOT THE TALENT– and our games prove it!

Amazing graphics, fast and furious action, challenging strategy, compelling adventure – this first wave of games from TALENT has got the lot!
Written by professional computer scientists using powerful new programming techniques (which leave machine code standing), these games have pushed home micros to the very limit!

SPOT YOURSELF A TALENT GAME TODAY - WE'RE GOING PLACES - FAST!







KALAH

GREAT INTRODUCTORY OFFER

£2 DISCOUNT ON ALL TALENT PRODUCTS!

For every TALENT product you order, we'll deduct £2.00 from the price.
This offer must end on August 31st so don't delay – make sure you've got TALENT!

ARCHIPELAGO

Dare you venture into the ancient undersea labyrinths which link the islands of the Archipelago? Fabulous jewels await you there – but the guardians of the treasure mark your every move, waiting to deal a swift and terrible vengeance. How long can you survive?
A fast-moving, action-packed game with brilliant graphics, animation and music.
Commodore 64 (joystick needed) Cassette £7.95 Disk £9.95

KALAH

One of the oldest games in the world! Originally played by Bedouins using pebbles and holes scooped in the desert sand, this strategy game has absorbed the mind of man for thousands of years. Superb graphics and music, with a choice of levels and depth of search. Easy to learn, fiendishly difficult to beat!
Commodore 64 Cassette £7.95 Disk £9.95

LASER REFLEX

A new angle in alien zapping! Against a brilliant backdrop of stars, you must defend your asteroid base from wave after wave of swooping mutating starships. Your defence – a powerful laser deflected against a giant mirror. How long can you hold out before your defences crumble?
BBC Model B Cassette £7.95
Electron Cassette £7.95

WEST

A compulsive adventure game set in a ghost town in the Wild West. Your task – to flush out a gang of bank robbers and retrieve their loot – with only your trusty steed and your six-shooter to aid you!
Test the speed of your draw, your skill at cards, your powers of survival!
The first of a stunning series of adventure games from Allan Black, played in real-time.
Commodore 64 Cassette £9.95 Disk £12.95
BBC Model B (text only) Cassette £7.95
Electron (text only) Cassette £7.95

PANORAMA (H)

An outstanding graphics package for the Commodore 64. Features include: free-hand sketches, circles, ellipses, block move, copy and reverse, magnification, choice of cursor, joystick or key control. PLUS texture definition and texture and colour fill. PANORAMA (H) uses the full colour facilities of the Commodore 64. Pictures can include text and can be stored and incorporated into BASIC programs. The program is menu-driven and comes with a comprehensive illustrated instruction booklet. We use PANORAMA (H) to create all the graphics for our Commodore 64 games. Need we say more?
Commodore 64 Cassette £17.95 Disk £19.95

SOFTWARE FROM SCOTLAND

TALENT
COMPUTER SYSTEMS
CURRAN BUILDING, 101 ST. JAMES ROAD, GLASGOW G4 0NS TEL 041 552 2128

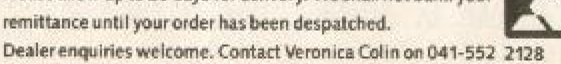
INSTANT ACCESS 24 HOUR ORDERING SERVICE TEL 041-552 2128

To: TALENT COMPUTER SYSTEMS
FREEPOST (no stamp required)
GLASGOW G4 0BR

Please send me the following items:

	Quantity			SPECIAL PRICE
COMMODORE 64				
PANORAMA (H)	—	Cassette (£17.95)	☐	£15.95
PANORAMA (H)	—	Disk (£19.95)	☐	£17.95
ARCHIPELAGO	—	Cassette (£ 7.95)	☐	£ 5.95
ARCHIPELAGO	—	Disk (£ 9.95)	☐	£ 7.95
KALAH	—	Cassette (£ 7.95)	☐	£ 5.95
KALAH	—	Disk (£ 9.95)	☐	£ 7.95
WEST	—	Cassette (£ 9.95)	☐	£ 7.95
WEST	—	Disk (£12.95)	☐	£10.95
BBC MODEL B				
LASER REFLEX	—	Cassette (£ 7.95)	☐	£ 5.95
WEST (text only)	—	Cassette (£ 7.95)	☐	£ 5.95
ELECTRON				
LASER REFLEX	—	Cassette (£ 7.95)	☐	£ 5.95
WEST (text only)	—	Cassette (£ 7.95)	☐	£ 5.95
			TOTAL	______

Total (includes postage and packing)
I enclose a PO/Cheque to the value of £ ....
Please debit my ACCESS ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
Name (block capitals) ....
Address ....
.... Post Code ....
Signature .... Tel ....
Please allow up to 28 days for delivery. We shall not bank your remittance until your order has been despatched.
Dealer enquiries welcome. Contact Veronica Colin on 041-552 2128



SABRE WULF



ULTIMATE PLAY THE GAME
THE GREEN, ASHBY DE LA ZOUCH, LEICESTERSHIRE LE6 5JU

48K SINCLAIR ZX SPECTRUM
£9.95

KILLER SATELLITES

By Gideon Summerfield

For the Commodore 64



What a game! Congratulations to Gideon Summerfield for sending in the hottest listing we've yet seen for the Commodore. Beautifully smooth graphics, ten levels of play, why pay pounds for a game like this when you can type it in right away – for nothing!

Use your joystick to manoeuvre the astronaut across the screen avoiding the red killer satellites and the shooting stars. You must collect the other satellites and carry them to the hold of the space shuttle at the bottom of the display. Full instructions appear when the program is run.

Don't forget to take special care over entering the Commodore control characters – the reversed Pi symbol in line 1090 for example. These characters can be entered directly from the keyboard using the Commodore key and the shift keys. Check your manual for instructions if you are at all uncertain about this.

Well? What are you waiting for? Get tapping!

VARIABLES

AD	Address of machine code
V	Address of video chip
S	Address of sound chip
M	No of lives left
LT	Total level
W	Collision detect variable
X	Direction of astronaut
P	Collected satellite flag
SC	Score
L	Number of satellites collected
T	Time left on clock

ARRAYS

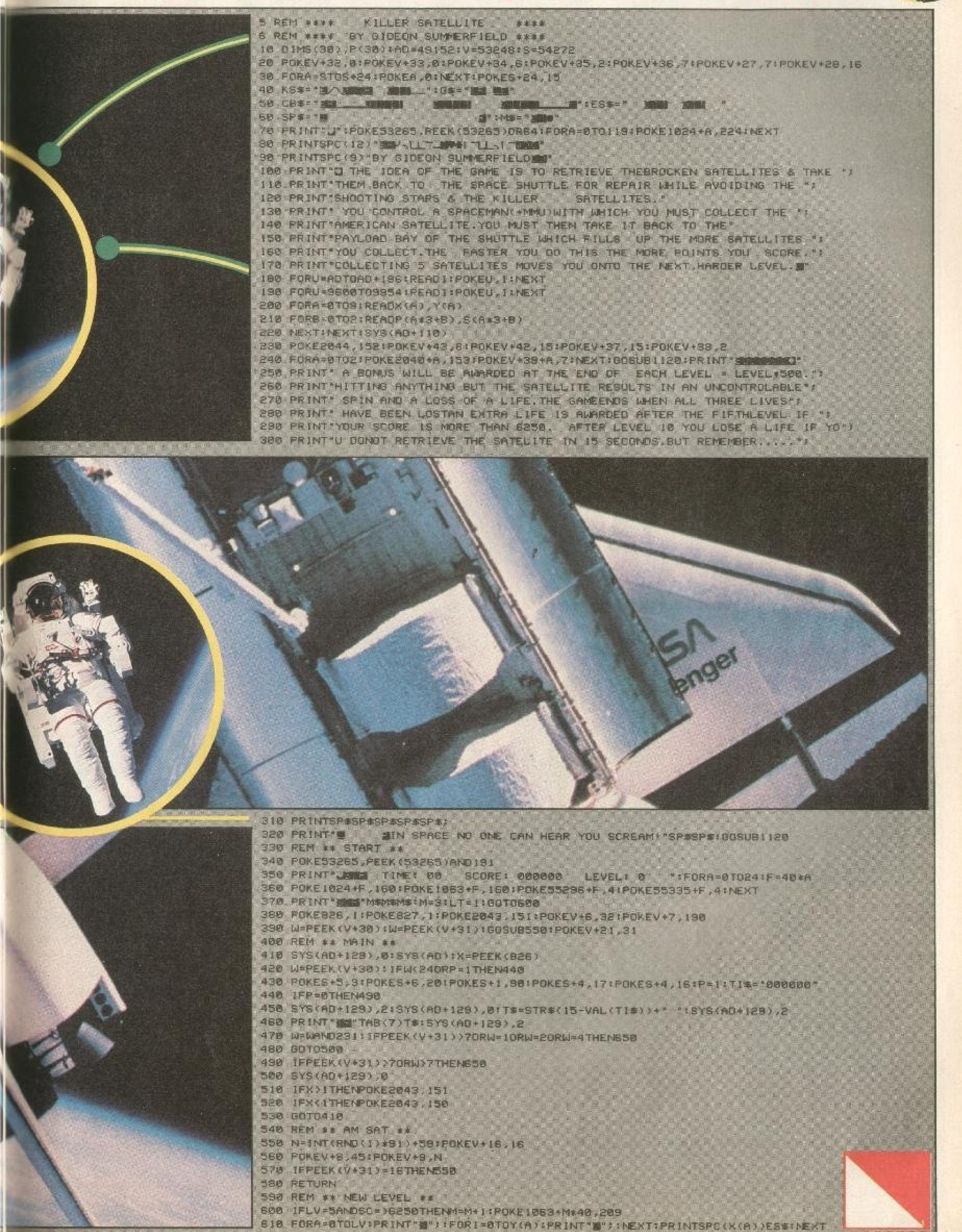
S(A)	Speeds of shooting stars
P(A)	X co-ordinates of shooting stars
X(A)	X co-ordinates of killer satellites
Y(A)	Y co-ordinates of killer satellites
SC(A)	High scores

STRINGS

KS$	Killer satellite graphics
CB$	Filled cargo bay graphics
SP$	20 spaces



ODORE 64 • COMMODORE 64



```
5 REM ****    KILLER SATELLITE     ****
6 REM ****  BY GIDEON SUMMERFIELD ****
10 DIMS(30),P(30):AD=49152:V=53248:S=54272
20 POKEV+32,0:POKEV+33,0:POKEV+34,6:POKEV+35,2:POKEV+36,7:POKEV+27,7:POKEV+28,16
30 FORA=STOS+24:POKEA,0:NEXT:POKES+24,15
40 KS$="■/\■■■  ■■_":G$="■ ■"
50 CB$="■____■■■   ■■■   ■■■____■":ES$=" ■■ ■■ "
60 SP$="■                    ■":M$="■■"
70 PRINT"■":POKE53265,PEEK(53265)OR64:FORA=0TO119:POKE1024+A,224:NEXT
80 PRINTSPC(12)"■■■"
90 PRINTSPC(9)"BY GIDEON SUMMERFIELD■"
100 PRINT"■ THE IDEA OF THE GAME IS TO RETRIEVE THEBROCKEN SATELLITES & TAKE ";
110 PRINT"THEM BACK TO  THE SPACE SHUTTLE FOR REPAIR WHILE AVOIDING THE ";
120 PRINT"SHOOTING STARS & THE KILLER     SATELLITES."
130 PRINT" YOU CONTROL A SPACEMAN(+MMU)WITH WHICH YOU MUST COLLECT THE ";
140 PRINT"AMERICAN SATELLITE.YOU MUST THEN TAKE IT BACK TO THE"
150 PRINT"PAYLOAD BAY OF THE SHUTTLE WHICH FILLS  UP THE MORE SATELLITES ";
160 PRINT"YOU COLLECT.THE  FASTER YOU DO THIS THE MORE POINTS YOU  SCORE.";
170 PRINT"COLLECTING 5 SATELLITES MOVES YOU ONTO THE NEXT HARDER LEVEL.■"
180 FORU=ADTOAD+186:READI:POKEU,I:NEXT
190 FORU=9600TO9854:READI:POKEU,I:NEXT
200 FORA=0TO9:READX(A),Y(A)
210 FORB=0TO2:READP(A*3+B),S(A*3+B)
220 NEXT:NEXT:SYS(AD+110)
230 POKE2044,152:POKEV+43,6:POKEV+42,15:POKEV+37,15:POKEV+38,2
240 FORA=0TO2:POKE2040+A,153:POKEV+39+A,7:NEXT:GOSUB1120:PRINT"■■■■"
250 PRINT" A BONUS WILL BE AWARDED AT THE END OF  EACH LEVEL = LEVEL*500.";
260 PRINT"HITTING ANYTHING BUT THE SATELLITE RESULTS IN AN UNCONTROLABLE";
270 PRINT" SPIN AND A LOSS OF A LIFE.THE GAMEENDS WHEN ALL THREE LIVES";
280 PRINT" HAVE BEEN LOSTAN EXTRA LIFE IS AWARDED AFTER THE FIFTHLEVEL IF ";
290 PRINT"YOUR SCORE IS MORE THAN 6250.  AFTER LEVEL 10 YOU LOSE A LIFE IF YO";
300 PRINT"U DONOT RETRIEVE THE SATELITE IN 15 SECONDS.BUT REMEMBER.....";
310 PRINTSP$SP$SP$SP$SP$;
320 PRINT"■     ■IN SPACE NO ONE CAN HEAR YOU SCREAM!"SP$SP$:GOSUB1120
330 REM ** START **
340 POKE53265,PEEK(53265)AND191
350 PRINT"■■ TIME: 00   SCORE: 000000   LEVEL: 0   ":FORA=0TO24:F=40*A
360 POKE1024+F,160:POKE1063+F,160:POKE55296+F,4:POKE55335+F,4:NEXT
370 PRINT"■■"M$M$M$:M=3:LT=1:GOTO600
380 POKE826,1:POKE827,1:POKE2043,151:POKEV+6,32:POKEV+7,190
390 W=PEEK(V+30):W=PEEK(V+31):GOSUB550:POKEV+21,31
400 REM ** MAIN **
410 SYS(AD+129),0:SYS(AD):X=PEEK(826)
420 W=PEEK(V+30):IFW<24ORP=1THEN440
430 POKES+5,9:POKES+6,20:POKES+1,90:POKES+4,17:POKES+4,16:P=1:TI$="000000"
440 IFP=0THEN490
450 SYS(AD+129),2:SYS(AD+129),0:T$=STR$(15-VAL(TI$))+" ":SYS(AD+129),2
460 PRINT"■■"TAB(7)T$:SYS(AD+129),2
470 W=WAND231:IFPEEK(V+31)>7ORW=1ORW=2ORW=4THEN650
480 GOTO500
490 IFPEEK(V+31)>7ORW>7THEN650
500 SYS(AD+129),0
510 IFX>1THENPOKE2043,151
520 IFX<1THENPOKE2043,150
530 GOTO410
540 REM ** AM SAT **
550 N=INT(RND(1)*91)+59:POKEV+16,16
560 POKEV+8,45:POKEV+9,N
570 IFPEEK(V+31)=16THEN550
580 RETURN
590 REM ** NEW LEVEL **
600 IFLV=5ANDSC=>6250THENM=M+1:POKE1063+M*40,209
610 FORA=0TOLV:PRINT"■";:FORI=0TOY(A):PRINT"■";:NEXT:PRINTSPC(X(A))ES$:NEXT
```

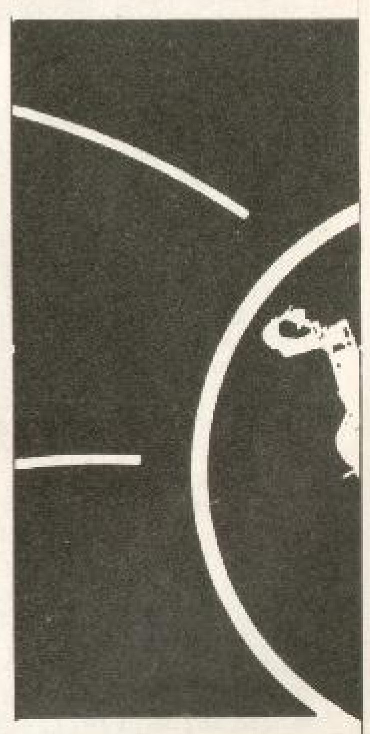


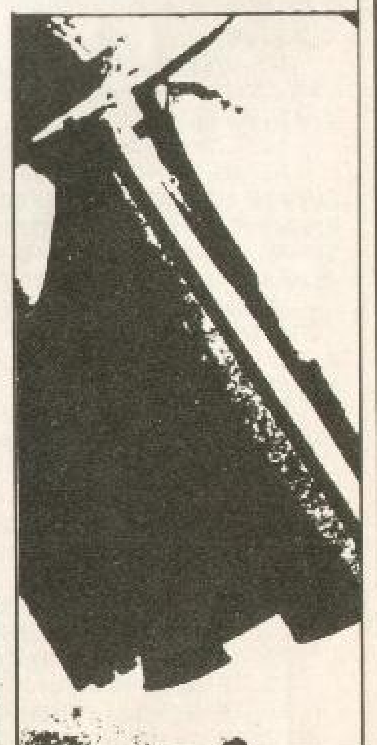
We can't show you all the views
of the Lords of Midnight,
there are 32,000!
BEYOND
CHALLENGING SOFTWARE
The Lords of Midnight
Spectrum 48K
By Mike Singleton
We've invented a new programming technique called Landscaping, creating a completely new kind of game, the EPIC.
You'll get the chance to shape the characters into your own fantasy novel by playing out the different rôles in the ever changing world of Midnight.
BEYOND
To . . . Beyond Competition House, Farndon Road, Market Harborough, Leicestershire LE19 9NR.
Please send me . . .
QTY
Total Price
THE LORDS OF MIDNIGHT £9.95
PSYTRON £7.95
SPELLBOUND £5.95
BEYOND ORDER HOTLINE 0858 34567
BEYOND ENQUIRY HOTLINE 01-251 8496
GRAND TOTAL
all prices include p&p
I enclose a Postal Order/Cheque payable to Beyond, or charge my credit card.
Card Number
Access/Visa (Delete as necessary)
NAME
ADDRESS
POST CODE
SIGNATURE
PCG9
Please rush me details of the "ENTER the BEYOND" Software Club . . .




```
620 GOSUB760:FORA=0TO2:POKEV+A*2,P(LV*3+A):POKEAD+121+A,S(LV*3+A)
630 POKEV+A*2+1,0:POKE828+A,0:NEXT:PRINT"■■■"TAB(35)LT:L=0:GOTO380
640 REM *** FILL PAYLOAD BAY ***
650 IFP=0OR(PEEK(V+7)<222ANDPEEK(V+9)<222)THEN910
660 POKES+1,100:POKES+5,88:POKES+6,89:POKES+2,5:POKES+4,65
670 FORU=0TO75:POKES+3,U/5:NEXT:POKES+4,64
680 L=L+1:P=0:T=VAL(T$):IFT<1THEN700
690 SC=SC+T*10
700 IFL=5THENSC=SC+500*(LV+1)
710 SC$=STR$(SC):LS=LEN(SC$):PRINT"■■"TAB(21+(6-LS))RIGHT$(SC$,LS-1)
720 IFT(0ANDLT>10THEN910
730 IFL=5THENLV=LV+1:LT=LT+1:GOTO600
740 PRINT"■■■■■■■■■■■■■■■■■■■■■■"TAB(6+(6-L)*4)CB$:GOTO380
750 REM *** DISPLAY SHUTTE ***
760 PRINT"■■■■■■■■■■■■■■■■■■"
770 PRINTTAB(34)"/■  "
780 PRINTTAB(33)"/■N‾"
790 PRINTTAB(32)"/■ A "
800 PRINTTAB(31)"/■  S "
810 PRINTTAB(7)"___"TAB(30)"/■    A_"
820 PRINTG$"  _■     "SP$"————\■  "G$;
830 PRINTG$" ■■    ■   "SP$"     |  ■/■■";
840 PRINTG$"■          "SP$"     |  ■ ■■■";
850 PRINT"■■■    ■      "SP$"————/  ■/\"G$;
860 PRINT" "SPC(4)"■   `                              ■ /■";
870 FORA=0TOLV:PRINT"■";:FORY=0TOY(A):PRINT"■";:NEXT
880 PRINTSPC(X(A))KS$:NEXT:PRINT"■";:RETURN
900 REM *** LOSE A LIFE ***
910 L=0:P=0:POKE1063+M*40,160:M=M-1:POKES+5,208:POKES+6,249:POKES+1,10
920 POKES+4,129:FORA=0TO127:POKEV+42,A:POKE2043,150+(AAND1)
930 FORB=0TO30:NEXT:NEXT:POKES+4,128:IFM=0THEN960
940 GOSUB760:GOSUB550:GOTO380
950 REM ** END OF GAME **
960 PRINT"■■■■■■■■"TAB(15)"■GAME OVER"
970 LV=0:FORA=0TO144:FORB=0TO30:NEXT:POKEV+33,A:NEXT:POKEV+21,0
980 FORA=0TO7:IFSC>SC(A)THEN1000
990 NEXT:GOTO1050
1000 FORB=7TOASTEP-1:SC(B+1)=SC(B):L(B+1)=L(B):N$(B+1)=N$(B):NEXT
1010 PRINT"■■YOUR TREMENDOUS SCORE PUTS YOU AMONGST"
1020 PRINTTAB(10)"■THE SPACE HEROS!■■"
1030 PRINT"■WHAT'S YOUR NAME":INPUT"■ASTRONAUT";N$(A):SC(A)=SC:L(A)=LT
1040 IFLEN(N$(A))>20THENPRINT"■TOO LONG!":GOTO1030
1050 LT=0:POKE53265,PEEK(53265)OR64
1060 SC=0:PRINT"■■■                                    ";
1070 PRINT"              ■SPACE HEROS                    ";
1080 PRINT"■■                                           "
1090 PRINT"■    HERO                    SCORE    LEVEL"
1100 FORA=0TO7:PRINT
1110 PRINTA+1"■."TAB(4)N$(A)TAB(24)SC(A)TAB(35)L(A):NEXT:GOSUB1120:GOTO340
1120 FORA=0TO120:POKE1904+A,96:NEXT:PRINT"■■"TAB(10)"■┌└‾■■ ─┐_‾ |┌ ┐└■ |"
1130 IF(PEEK(56320)AND16)=16THEN1130
1140 RETURN
1150 REM ** M/C DATA **
1160 DATA173,,220,72,162,5,104,72,61,123,192,208,2,134,250,202,208,244,104,165
1170 DATA 250,201,1,208,9,173,59,3,240,3,206,59,3,96,201,2,208,11,173,58,3,201
1180 DATA 2,240,3,238,58,3,96,201,3,208,11,173,59,3,201,2,240,3,238,59,3,96,201
1190 DATA 4,208,8,173,58,3,240,3,206,58,3,96,162,3,254,59,3,189,59,3,221,120
1200 DATA 192,208,14,138,72,10,170,254,255,207,104,170,169,,157,59,3,202,208
1210 DATA 228,76,49,234,169,77,141,20,3,169,192,141,21,3,96,3,1,2,1,8,2,4,,32
1220 DATA 253,174,32,158,183,189,6,208,24,109,58,3,24,233,,157,6,208,208,9,173
1230 DATA 16,208,29,183,192,141,16,208,16,9,173,16,208,61,184,192,141,16,208
1240 DATA 189,7,208,24,109,59,3,233,,157,7,208,96,8,247,16,239
1250 REM ** SPRITE DATA **
1260 DATA 3,207,128,4,239,128,8,127,128,8,119,128,9,247,128,7,231,128,3,247,128
1270 DATA 6,223,128,12,223,224,139,191,224,243,15,96,255,255,96,255,252,96,63
1280 DATA 255,224,0,15,224,11,239,128,13,207,128,5,192,,5,192,,27,160,,23,224,0
1290 DATA 129,31,60,,31,114,,31,225,,30,225,,30,249,,30,126,,30,252,,31,182,,31
1300 DATA 179,,127,221,16,119,134,240,119,255,240,113,255,240,127,255,192,127,0
1310 DATA 0,31,125,,31,59,,58,,58,,93,128,,126,128,,20,,85,,65,,1,65,64,1
1320 DATA 0,64,5,0,80,4,,16,5,85,80,5,85,80,6,175,208,6,165,80,6,175,208,6,165
1330 DATA 80,7,255,208,5,85,80,7,255,208,5,85,80,5,85,80,1,65,64,1,,64,5,85,80
1340 DATA 129,2,,,34,32,,34,32,,34,32,,34,32,,34,32,0,34,32,,162,40,,160,40,0
1350 DATA 160,40,,162,40,,162,40,0,135,8,,7,,,31,192,,127,240,,31,192,,7,,,7
1360 DATA 0,,2,,,2,,0
1370 REM ** LEVEL DATA **
1380 DATA 18,7,85,2,170,1,255,3
1390 DATA 4,12,115,3,235,1,200,2
1400 DATA 30,13,145,3,145,1,145,2
1410 DATA 7,7,115,1,115,3,235,1
1420 DATA 18,20,115,1,145,2,200,2
1430 DATA 31,1,235,1,200,1,115,1
1440 DATA 7,0,82,1,125,2,245,1
1450 DATA 27,19,32,2,125,1,200,2
1460 DATA 28,8,32,2,115,1,115,2
1470 DATA 19,14,32,1,120,1,200,1
READY.
```







For the BBC HUNCHBACK

By B. Wakelin

Here's a listing you can really put your back into! There are six different levels to complete in this very enjoyable version of the popular arcade game. Use the Z and X keys for left and right, and the RETURN key to jump.




```
   1 REM   *** HUNCHBACK ***
   2 REM
   3 REM *** BY B. WAKELIN ***
   4 REM
   5 ONERROR RUN
   6 *FX213,150
   7 *FX214,1
   8 GOSUB94
   9 MODE2:DIMM$(1),D%(1),E%(1),TP$(8),
TP%(8)
  10 FORI%=1TO8:TP%(I%)=500:TP$(I%)="BW
 Soft":NEXT
  11 ENVELOPE1,1,50,-30,-10,1,3,-2,127,
-9,-4,-3,126,0:ENVELOPE2,1,0,0,0,0,0,0,1
27,-3,-2,-1,126,0:ENVELOPE3,2,-40,50,-20
,-10,5,2,127,-3,-2,-1,126,0:ENVELOPE4,2,
-30,-10,10,5,-5,10,127,-3,-2,-1,126,0
  12 VDU23,224,255,4,4,4,255,32,32,32,2
3,225,49,121,73,49,121,181,179,177,23,22
6,177,49,49,41,41,69,68,102,23,227,0,33,
99,254,99,33,0,0,23,228,0,44,126,124,62,
126,52,0,23,229,15,31,14,14,12,4,2,2,23,
230,240,248,32,144,8,112,64,128
  13 VDU23,231,11,19,39,46,39,19,8,15,2
3,232,96,112,112,20,84,80,16,224,23,233,
7,7,14,14,28,0,30,30,23,234,112,112,56,5
6,112,0,60,60,23,235,11,27,59,57,60,30,1
5,15,23,236,96,112,0,244,244,0,240,224,2
3,237,0,1,3,27,26,24,25,1
  14 VDU23,238,160,96,224,192,128,0,224
,224,23,239,24,24,126,24,24,36,36,66,23,
240,16,56,56,124,124,0,254,56,23,241,8,2
8,8,8,8,8,8,8,23,242,66,136,162,2,100,10
0,72,40
  15 VDU23,243,8,84,228,211,193,251,252
,64,23,244,0,60,254,1,122,122,128,127,23
,245,0,0,3,3,251,251,251,3
  16 L%=1:S%=0:LIV%=3
  17 M$(0)=CHR$229+CHR$230+CHR$8+CHR$8+
CHR$10+CHR$231+CHR$232+CHR$8+CHR$8+CHR$1
0+CHR$233+CHR$234:M$(1)=CHR$229+CHR$230+
CHR$8+CHR$8+CHR$10+CHR$235+CHR$236+CHR$8
+CHR$8+CHR$10+CHR$237+CHR$238
  18 D$=CHR$243+CHR$244+CHR$245:R$="   "
+CHR$8+CHR$8+CHR$10+"   "+CHR$8+CHR$8+CHR
$10+"   ":A$=CHR$224+CHR$8+CHR$10:W$=LEFT
$(STRING$(10,A$),28)
  19 VDU23,1,0;0;0;0;:PROCscreen:U%=0:B
S%=900:C%=0:D%=0:J%=0:V%=0:M%=0:X%=0:Y%=
18:RB%=0:RR%=512:WW%=-1:ER%=0:COLOUR2:PR
INTTAB(X%,Y%)M$(0)
  20 COLOUR7:BS%=BS%-10:PRINTTAB(16,27)
"    ";TAB(16,27);BS%:IFBS%=0THEN36
  21 IFJ%=1THEN128
  22 H%=0:IFINKEY(-98)THENVDU7:H%=-1
  23 IFINKEY(-67)THENVDU7:H%=1
  24 IFINKEY(-74)THENPROCjump
  25 IFL%=6ANDER%=0THEN27
  26 IFX%+H%=19ANDRB%=1THEN69
  27 IFX%+H%<0ORX%+H%>18THENH%=0
```




```
28 IF(POINT(X%*64,(32-Y%-V%)*32-104)=0ORPOINT(X%*64+96,(32-Y%-V%)*32-104)=0)ANDV%=0THEN36
29 IFH%=0ANDV%=0THEN31
30 COLOUR2:M%=(M%+1)MOD2:X%=X%+H%:Y%=Y%+V%:PRINTTAB(X%-H%,Y%-V%)R$;TAB(X%,Y%)M$(M%)
31 IFC%=0THEN40
32 IFA%=0THENC%=0:PRINTTAB(0,B%)" ":GOTO35
33 IFPOINT(A%*64-32,(32-B%)*32-16)=2THEN36
34 A%=A%-1:COLOURG%:PRINTTAB(A%+1,B%)" ";TAB(A%,B%)CHR$C%
35 ON L%GOTO43,43,49,55,55,66:GOTO20
36 LIV%=LIV%-1:PRINTTAB(X%,Y%)R$:COLOUR2:X%=X%-1:IFX%<0THENX%=0
37 FORI%=Y%+1TO20:PRINTTAB(X%,I%)D$:FORJ=1TO150:NEXT:PRINTTAB(X%,I%)"    ":NEXT:PRINTTAB(X%,20)D$:SOUND0,2,6,1:FORI=1TO1000:NEXT:RESTORE139:FORI%=1TO8:READN%,D%:SOUND1,-13,N%,D%:SOUND1,0,N%,1:NEXT:FORI=1TO1000:NEXT
38 FORI%=1TO42:PRINTTAB(0,32):FORJ=1TO100:NEXT:NEXT:CLS:IFLIV%=0THEN78
39 GOTO19
40 IFRND(20)>1THEN35
41 A%=19:B%=RND(2)+18:C%=RND(2)+226:G%=1:IFC%=227THENG%=7
42 GOTO35
43 IFO%=1THEN45
44 IFRND(20)=1THENSOUND0,1,6,1:O%=1:D%(0)=6:E%(0)=20:D%(1)=13:E%(1)=20ELSEGOTO20
45 PROClance
46 IFEE%=1THENFORI%=0TO1:PRINTTAB(D%(I%),E%(I%)+1)" ";TAB(D%(I%),E%(I%))" ":NEXT:O%=0:GOTO20
47 IFDD%=1THEN36
48 GOTO20
49 IFU%=1THEN52
50 IFRND(20)>1THEN20
51 SOUND2,3,50,1:COLOUR4:U%=1:P%=RND(17)-1:Q%=1:PRINTTAB(P%,Q%)CHR$242
52 PROCoil:IFDD%=0THEN20
53 IFPOINT(64*P%+32,(32-Q%)*32-40)=2THEN36
54 U%=0:PRINTTAB(P%,Q%)" ":GOTO20
55 IFO%=1THEN57
56 IFRND(20)=1THENSOUND0,1,6,1:O%=1:D%(0)=6:E%(0)=20:D%(1)=13:E%(1)=20ELSEGOTO60
57 PROClance
58 IFEE%=1THENFORI%=0TO1:PRINTTAB(D%(I%),E%(I%)+1)" ";TAB(D%(I%),E%(I%))" ":NEXT:O%=0:GOTO60
59 IFDD%=1THEN36
60 IFU%=1THEN63
61 IFRND(20)>1THEN20
62 SOUND2,3,50,1:COLOUR4:U%=1:P%=RND(17)-1:Q%=1:PRINTTAB(P%,Q%)CHR$242
63 PROCoil:IFDD%=0THEN20
64 IFPOINT(64*P%+32,(32-Q%)*32-40)=2THEN36
65 U%=0:PRINTTAB(P%,Q%)" ":GOTO20
66 IFWW%=-1THENGCOL0,0:MOVE608,RR%:DRAW608,RR%+32:RR%=RR%+32:IFRR%=896THENWW%=1
67 IFWW%=1THENGCOL0,6:MOVE608,RR%:DRAW608,RR%-32:RR%=RR%-32:IFRR%=480THENWW%=-1
68 GOTO55
69 COLOUR3:PRINTTAB(1,10)"LEVEL ";L%;" COMPLETED."
70 FORI=1TO5000:NEXT:S%=S%+BS%:L%=L%+1:IFL%=7THEN72
71 CLS:GOTO19
72 CLS:COLOUR12:PRINTTAB(7,10)"HURRAY"''''TAB(8)"MADE":COLOUR11:PRINTTAB(6,12)"QUAZIMODO"''''TAB(9)"IT"
73 RESTORE138:FORI=1TO12:READN%,D%:IFN%=0THENSOUND1,0,N%,D%:GOTO75
74 SOUND1,-13,N%,D%
75 NEXT
76 FORI=1TO5000:NEXT:LIV%=LIV%-1:IFLIV%=0THENMODE7:GOTO79
```

BBC • BBC • BBC • BBC • BBC

HUNCH BACK

For the BBC

By B. Wakelin ▶

```
   77 COLOURS:PRINT''"Esmeralda begs you
"''"to resue her sister!":FORI=1TO6000:N
EXT:CLS:L%=1:GOTO19
   78 COLOUR1:PRINTTAB(5,15)"GAME OVER":
FORI=1TO4000:NEXT:MODE7
   79 *FX15
   80 IFS%>TP%(8)THENGOSUB88
   81 CLS:PROCtitle:FORI%=1TO8:PRINTTAB(
1,I%*2+2);I%;" ";STRING$(26,".");" ";TP%
(I%);TAB(6,I%*2+2)TP$(I%):NEXT
   82 PRINT''CHR$131"Press 'SPACE' to pl
ay again or"'CHR$131"'I' for instruction
s."
   83 *FX15
   84 Q%=GET:IFQ%=32THENMODE2:GOTO16
   85 IFQ%<>73THENVDU7:GOTO84
   86 GOSUB94:MODE2:GOTO16
   87 DEFPROCtitle:FORI%=0TO1:PRINTTAB(7
,I%)CHR$141CHR$129"HunchBack - By B.Wake
lin":NEXT:ENDPROC
   88 PRINT''CHR$136CHR$129"NEW HIGH SCO
RE !!'"''CHR$134" Please enter your name
."
   89 INPUT'N$:IFLEN(N$)>20THENVDU7:PRIN
T'CHR$129"Too long, try again.":GOTO89
   90 I%=9:REPEAT:I%=I%-1:UNTILI%=1ORTP%
(I%-1)>S%
   91 FORJ%=8TOI%STEP-1:TP$(J%)=TP$(J%-1
):TP%(J%)=TP%(J%-1):NEXT
   92 TP$(I%)=N$:TP%(I%)=S%
   93 RETURN
   94 MODE7:PROCtitle
   95 PRINT''CHR$130"    You have to help
 Quazimodo across"
   96 PRINTCHR$130"the castle ramparts t
o save Esmeralda."
   97 PRINTCHR$130"This is no easy job a
s Esmeralda is"
   98 PRINTCHR$130"guarded by soldiers w
ith bows and"
   99 PRINTCHR$130"spears, rock hurling
giants and mean"
   100 PRINTCHR$130"oil droppers. To add
to his trouble"
   101 PRINTCHR$130"he has to mind his he
ad from lumps of"
   102 PRINTCHR$130"stone above and get t
o the end of each"
   103 PRINTCHR$130"level before his ener
gy runs out!"
   104 PRINTCHR$133"    You control Quazim
odo using 'Z' and"
   105 PRINTCHR$133"'X' for left and righ
t and 'RETURN' to"
   106 PRINTCHR$133"jump."
   107 PRINTCHR$134"    At the end of each
 level you must"
   108 PRINTCHR$134"ring the bell and wal
k to the edge of"
   109 PRINTCHR$134"the rampart to contin
ue."
   110 PRINTCHR$129"    To rescue Esmerald
a you must pull"
   111 PRINTCHR$129"the cyan rope on leve
l 6."
   112 PRINT'CHR$131"PRESS 'SPACE' TO PLA
Y."
   113 *FX15
   114 Q%=GET:IFQ%<>32THENVDU7:GOTO114
   115 RETURN
   116 DEFPROClance:COLOUR5:DD%=0:EE%=0:F
ORI%=0TO1:E%(I%)=E%(I%)-1:IFE%(I%)=1THEN
EE%=1
   117 IFE%(I%)<Y%+3ANDE%(I%)>Y%-1ANDD%(I
%)>X%-1ANDD%(I%)<X%+2THENDD%=1
   118 PRINTTAB(D%(I%),E%(I%)+1)" ";TAB(D
%(I%),E%(I%))CHR$241
   119 NEXT:ENDPROC
   120 DEFPROCoil:DD%=0:O%=O%+1:IFPOINT(6
4*P%+32,(32-O%)*32-40)>0ORO%=20THENDD%=1
   121 COLOUR4:PRINTTAB(P%,O%-1)" ";TAB(P
%,O%)CHR$242:ENDPROC
   122 DEFPROCscreen:COLOUR3:PRINTTAB(6,1
0)"LEVEL ";L%:COLOUR6:COLOUR129:FORI%=19
TO0STEP-1:PRINTTAB(I%,21)W$;:FORJ=1TO150
:NEXT:NEXT
   123 COLOUR128:PRINTTAB(6,10)SPC(8):ON
L%GOSUB125,134,135,135,136,137
   124 COLOUR128:GCOL0,3:COLOUR3:PRINTTAB
(17,2)CHR$240:MOVE1112,920:DRAW1112,512:
COLOUR7:PRINTTAB(0,0)"SCORE ";S%;TAB(10,
27)"BONUS 750":COLOUR2:PRINTTAB(13,0)STR
ING$(LIV%-1,CHR$239):ENDPROC
   125 COLOUR5:FORI%=5TO12STEP7:PRINTTAB(
I%,21)" ";CHR$225;" ";TAB(I%,22)" ";CHR$
226;" ":NEXT
   126 RETURN
   127 DEFPROCjump:J%=1:K%=0:V%=-1:SOUND1
,1,100,1:ENDPROC
   128 IFK%=5THENV%=0:J%=0:GOTO25
   129 K%=K%+1:IFK%<3THENV%=-1ELSEV%=1
   130 IFX%+H%>15ANDX%+H%<18ANDY%+V%<16AN
DRB%=0THENSOUND2,2,150,1:SOUND3,2,140,1:
S%=S%+500*L%:COLOUR7:RB%=1:PRINTTAB(6,0)
;S%
   131 IFL%=6ANDER%=0ANDX%+H%=8ANDY%+V%=1
6ANDRR%<513THENSOUND1,4,100,1:S%=S%+1000
:COLOUR7:COLOUR128:PRINTTAB(6,0);S%:ER%=
1
   132 IFPOINT((X%+H%)*64,(32-Y%-V%)*32-8
)=1ORPOINT((X%+H%)*64+96,(32-Y%-V%)*32-8
)=1THEN36
   133 GOTO25
   134 GOSUB125:COLOUR6:COLOUR129:FORI%=1
4TO16:PRINTTAB(9,I%)CHR$224:NEXT:RETURN
   135 GOSUB134:FORI%=14TO16:PRINTTAB(2,I
%)CHR$224:NEXT:RETURN
   136 GOSUB135:FORI%=14TO16:PRINTTAB(16,
I%)CHR$224;TAB(10,I%)CHR$224;TAB(1,I%)CH
R$224:NEXT:RETURN
   137 GOSUB136:COLOUR128:FORI%=14TO16:PR
INTTAB(9,I%)" ":NEXT:GCOL0,6:MOVE608,956
:DRAW608,512:RETURN
   138 DATA89,4,89,4,109,4,109,4,117,3,12
1,3,117,3,121,3,117,6,0,3,129,6,137,3
   139 DATA89,6,89,6,97,4,101,6,89,6,89,6
,81,6,101,3
```

"I'll swap four of my tapes for your Activision."

"No way!"

You know the feeling. A couple of plays and the best you can hope for from so much of the software around, is swapping it for something better.

Well, the something better has arrived. Activision.

One thing you can be sure of. Buy any Activision software and you'll find you're walking slap, bang into a totally new experience. One that lasts.

See the first titles in your usual software store now.

BEAMRIDER · DECATHLON · H.E.R.O · PITFALL · PITFALL II
RIVER RAID · TOY BIZARRE · ZENJI



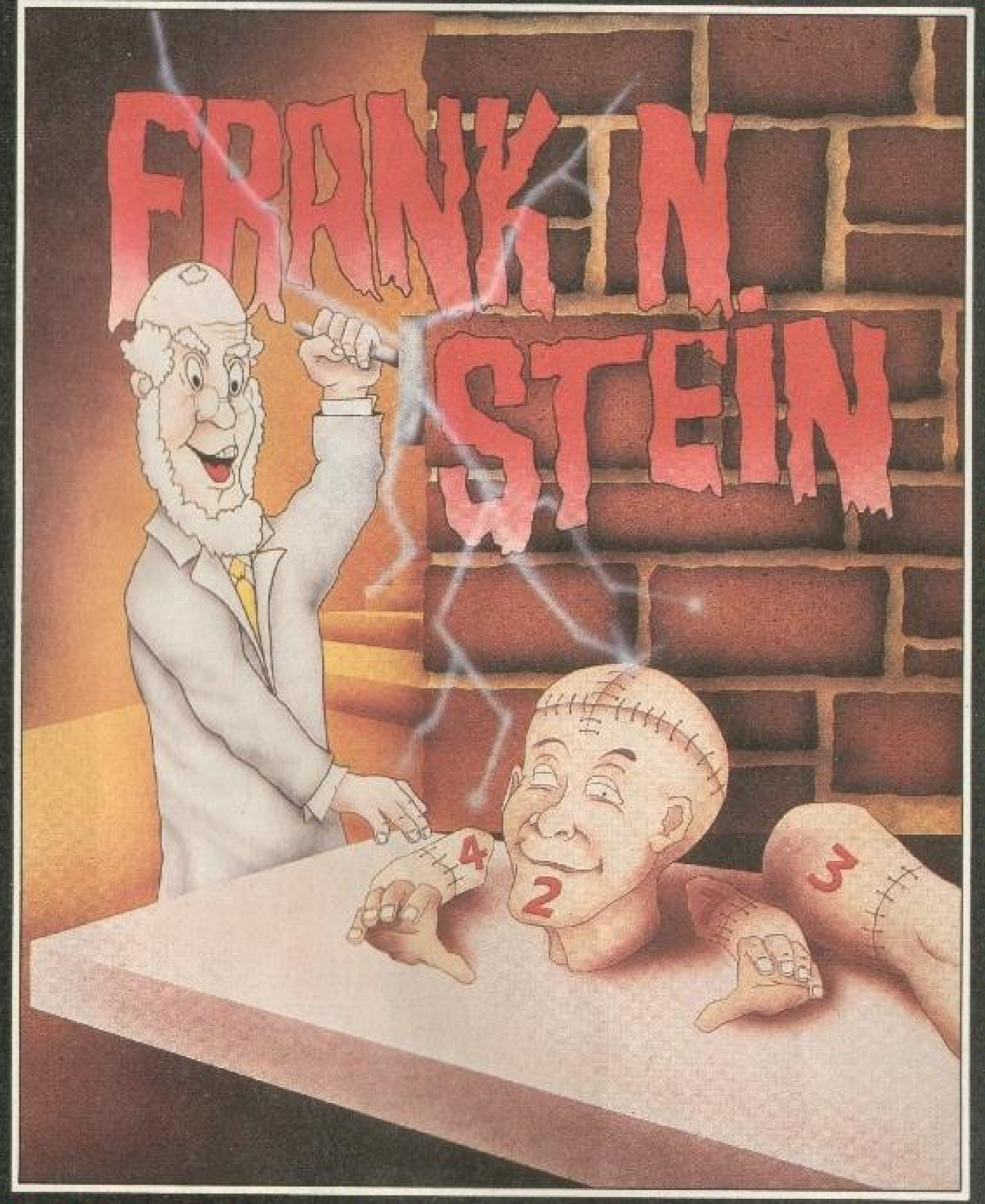
Your computer was made for us.

Have you got what it takes to build your very own monster?

NEW RELEASE AVAILABLE NOW

FRANK N. STEIN

BY COLIN STEWART





Ballad of Frank N. Stein

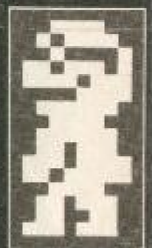
Frank picks up a head,
A chest, some arms and legs,
He takes them to his tower
and adds a shot of power.

Frank must now be berated,
Just look what he's created!
A monster big and mad
The outcome must be bad.

Frank's monster's playin rough,
Throwin all kinds o'stuff!
If Frank can't reach that handle
he won't be worth a candle.

Phew! That's got the power off,
but Franks out of his box!
He's found another brain,
and he's going for it again!

Cambell D. McCausland
(Poet?)



THE SETTING: Professor F.N. Stein's laboratory in his Castle in the Black Forest.
THE TIME: 1884
THE GAME: 50 Screens requiring timing, logic and planning to complete.
THE OPPOSITION: Too many to list here but featuring:- Snails, bats, ice (it makes you slip), firemen's poles, man eating pumpkins, spiders, slime (it slows you down), caterpillars, tanks, springs, light bulbs (they electrocute you), mice, lobsters, snakes, bumble bees, jack-in-the-box etc.
THE OBJECT: As you know, all the best monsters are hand built. Prof. Stein's life long ambition has always been to build his own monster - but first he needs all the bits!
You guide him around the dungeon picking up the bones - make sure you get the right order - then activate him by throwing the switch - the longer you take to complete each screen the higher will be the charge you give him - and the angrier he will become - so watch out!



£5·95
ARCADE HORROR FOR SPECTRUM 48K





P.S.S. 452 STONEY STANTON RD. COVENTRY CV6 5DG.
TEL: COVENTRY (0203) 667556

MEMOTECH MTX500

The Ultimate.

New Prices! MTX500 £199.99 INC.VAT

The MTX500, one of the most powerful computers available, is now even more available!

Its new price tag of only £199.99 must make it the ultimate computer best buy around – whether you want to play some of the fastest most graphically exciting games available, or develop your programming skills using its easily controlled hi-res sprite graphics and built-in assembler/disassembler and debugging facilities.

The MTX500 comes with 32K RAM, expandable to 512K. Add to this another 16K VideoRAM dedicated solely to handling the screen memory, and you've got 48K. But how much user RAM is left when you're running high resolution graphics programs? Unlike other machines, the answer is still 32K, because the MTX500 uses the 16K VideoRAM plus a second processor – the Texas TMS9929A – to take care of screen graphics.

Included in the MTX500 package are five free games cassettes, worth over £30.00 if bought separately. Telephone us today for the address of your nearest dealer, who will be happy to demonstrate the power and playability of all the Memotech machines.

MEMOTECH MTX500 MAJOR FEATURES

STANDARD I/O PORTS

- Variable rate cassette port (up to 2400 baud)
- Two joystick ports using Atari configuration
- Centronics-type parallel printer port
- ROM cartridge port
- Uncommitted parallel input/output port
- Internal ROM board port
- Hi-Fi output port
- 4-channel sound through TV speaker
- PAL composite video colour Monitor port

THE RS232 COMMUNICATIONS BOARD

(required for disc expansions)

- Two independent RS232 ports
- 60-way Disc Drive Bus supporting up to four 5.25 and/or 8 inch floppy disc drives, plus instant access Memotech Silicon Discs, and Hard Discs with capacities up to 32 Megabytes

USER RAM

- Optionally expandable to 512K in increments of 64, 128, or 256K

24K OF ROM which includes:

- MTX BASIC
- Noddy, a simple, text-handling language
- A powerful Assembler/Dissassembler – sections of machine code can be created and run by calling the Assembler from within BASIC
- The sophisticated Front Panel, which displays the contents of all registers (including the F flag register) and pointers during program execution
- All four languages can be used interactively with each other, and with the user

ROM EXPANSIONS - up to 72K

- MTX NewWord, a 32K word processing package
- Hisoft PASCAL, written specially for the MTX Series

THE KEYBOARD

- Full size, 79-key, full-stroke professional quality keyboard incorporating:
- Main Block with typewriter-style layout
- A separate 12-key numeric/editor keypad
- Eight programmable function keys (16 with shift)

HI-RES GRAPHICS MODE

- 256 × 192 pixel resolution plus
- 32 × 24 Text in 16 foreground and background colours
- All 16 colours (i.e. 15 colours plus transparent) are available on the screen together
- 32 user-definable easily controllable sprites
- 128 separate GENPAT statements providing a huge range of user-defined characters

TEXT MODE

- Text resolution is 40 × 24 characters plus
- 128 user-defined characters
- Eight user-definable virtual screens or "windows" (available in all modes)

For further information, please contact:

MEMOTECH

MEMOTECH LIMITED STATION LANE INDUSTRIAL ESTATE
WITNEY OXON OX8 6BX
TELEPHONE: (0993) 2977 TELEX: 83372 MEMTEC G





GOOD BUY

This is the section which lists the games we think are worth buying. It's carefully updated each month, both to add the best new releases and to remove games which have been overtaken by better products. In order to save space we've split the lists for some of the more popular machines in two, and will be printing alternate halves each month.

Judging from your comments these lists proved extremely helpful to a lot of people who were overwhelmed by the vast number of programs on sale. The fact is that while many of the games on the market are excellent, others you'll get bored with in minutes.

So save yourself a lot of bother and get the most out of your money by referring to the Good Buy lists. All of the games here are heartily recommended by the PCG team.

Finally, if you're new to computer games, here are our potted explanations of some of the types of game and other terminology you'll find in these pages.

GAMESPEAK

● ADVENTURE A type of game growing in popularity in which to get things to happen you have to actually type in short instructions, instead of just pressing a key to go left or right. Usually the idea is to explore a series of locations to try to complete a task such a finding treasure. Adventures usually proceed at a slower pace than arcade games, and their appeal is to do with brain power, rather than finger power.

● ARCADE GAME Any game where you use the keyboard or joystick to directly control the movement of an object or character on screen. The vast majority of computer games are arcade games. But the term is also sometimes used in a more limited sense to mean a game which has appeared in the amusement arcades.

● ARCADE-ADVENTURE An arcade game in the sense that you don't have to type in instructions, but one in which you have to explore different locations to achieve your goal. Examples: *Atic Atac, Jet Set Willy.*

● ANIMATION Movement modelled on a cartoon, in which, for example, characters walk moving their legs instead of simply being a rigid shape which moves round the screen.

● ASTEROIDS Early space game in which you destroy asteroids using a highly manoeuvrable craft.

● CENTIPEDE Game in which a centipede snakes down the screen and splits up when you hit it.

● DEFENDER Fast-moving space game in which your ship battles human-stealing landers and many other aliens against a scrolling background.

● DONKEY KONG Climb ladders and jump over obstacles as you attempt to rescue the damsel from the nasty ape.

● FROGGER Game where you guide the frog across busy roads and crocodile-infested rivers.

● GALAXIANS Classic space shoot-'em-up with descending aliens wheeling and swerving as they attack.

● HIGH-RES GRAPHICS Pictures drawn using small, coloured dots, rather than larger blocks.

● MISSILE COMMAND An arcade game in which you protect your cities from bombs by laying a protective covering of missile fire.

● MULTI-SCREEN Refers to games in which there are different tasks for you to perform, each depicted by a different screen picture. *Manic Miner* is a classic multi-screen game.

● PAC-MAN Enjoyable maze game – gobble dots and steer clear of monsters. Eat power pills to get your own back.

● PENGY Arcade game in which you slide ice-blocks and use an electrified fence to kill snow bees.

● PLATFORM GAME Any game which involves leaping around a series of platforms as in *Donkey King* or *Manic Miner.*

● Q*BERT In this game you must colour the blocks on a 3D pyramid while avoiding vicious springs and monsters.

● SCRAMBLE Arcade action in which you pilot your ship over mountains and through caverns avoiding missiles, meteors and other nasties.

● SIMULATION A type of program which tries to represent some real-life situation such as piloting an aircraft.

● SPACE PANIC Frantic game in which you run around platforms, digging holes for monsters to fall into.

● STRATEGY GAME Typically, these games put the player in a position such as commanding an army or ruling a country. You are presented with maps and statistics which you use to make decisions which the program assesses.

COMMODORE 64 GAMES A-K

TITLE	PRICE	SUPPLIER	COMMENT
Aztec Challenge	8.95	Audiogenic/Centresoft	Dodge spears, rocks and other hazards in a perilous fight for survival
Beach-Head	9.95	U.S. Gold	Multi-stage war-game with great graphics and sound
China Miner	7.00	Interceptor	Frenetic multi-level, multi-screen game
Chinese Juggler	6.90	Ocean	Exciting game in which you have to keep the plates spinning
Encounter	9.95	Novagen	Murderously fast 3D shoot-'em-up
Falcon Patrol	8.00	Virgin	Excellent fighter simulation with scrolling 3D landscape
Forbidden Forest	8.95	Audiogenic/Centresoft	Terrific atmosphere as you fight your way through a monster-infested forest
Hovver Bovver	8.00	Llamasoft	Suburban gardeners run riot with their mowers in this fast and witty game
International Soccer	9.95	Commodore	Superb soccer simulation on cartridge
Jammin'	6.90	Taskset	Strange and exciting game capturing musical instruments
Jumpin Jack	8.95	Livewire	Definitive 3D version of *Frogger*
Killer Watt	7.95	Alligata	Lovely graphics as you smash lightbulbs and monsters

SPECTRUM GAMES A-J

TITLE	MEM REQD	PRICE	SUPPLIER	COMMENT
Android 2	48K	5.95	Vortex	Very difficult 3D version of *Robotron*
Ant Attack	48K	6.95	Quicksilva	Amazing 3D graphics as you try to save the 'loved one' from killer ants
Atic Atac	48K	5.50	Ultimate	Brilliant and inventive arcade-adventure
Bugaboo	48K	6.95	Quicksilva	Help the stranded flea escape from the bizarre underground world
Cavern Fighter	48K	5.95	Bug-Byte	Best Spectrum version of *Scramble*

Chequered Flag	48K	6.95	Psion	Superb motor-racing simulation
Chuckie Egg	48K	7.90	A&F	A frantic multi-level game featuring deadly ducks
Code Name Mat	48K	6.95	Micromega	A complex and absorbing mission in deep space
Deathchase	16K	6.95	Micromega	Exciting 3D motor-cycle chase with superb graphics
Fighter Pilot	48K	7.95	Digital Integration	Marvellous flight simulator with combat features
Football Manager	48K	6.95	Addictive Games	Take your team through the league in engrossing simulation
Jet Pac	16K	5.50	Ultimate	Jet-powered man assembles rocket and avoids aliens
Jet Set Willy	48K	0.00	Software Projects	Explore the huge mansion in sparkling arcade adventure
Jumpin' Jack	16K	0.00	Imagine	A simple, but incredibly addictive game

BBC GAMES A-M

TITLE	PRICE	SUPPLIER	COMMENT
Blogger	7.95	Alligata	Multi-level game with a multitude of objects and obstacles
Chuckie Egg	7.90	A&F	A frantic multi-level game featuring deadly ducks
Colossal Adventure	9.90	Level 9	First of a series of text adventures with 200 locations
Fortress	8.95	Pace	A brilliant version of the 3D space-game *Zaxxon*
Hopper	10.00	Acornsoft	Superb version of *Frogger*
Killer Gorilla	7.95	Micro Power	Excellent *Donkey Kong* game with beautiful graphics
Meteors	10.00	Acornsoft	The best version of *Asteroids* for the Beeb

VIC 20 GAMES A-L

TITLE	MEM REQD	PRICE	SUPPLIER	COMMENT
Bongo	16K	7.95	Anirog	Multi-level game with ladders and girders
Chariot Race	Std	6.95	Micro-Antics	Thrilling race-game set in ancient Rome
Choplifter	Std	25.00	Audiogenic	Rescue hostages in exciting helicopter game
Defender	Std	19.99	Atarisoft	Good and faithful version of the arcade classic
Gorf	Std	10.00	Vicsoft	Four-screens of action with elements from several popular games
Jet Pac	8K	5.50	Ultimate	Use your jet-powered man to avoid the aliens and assemble a rocket
Lazerzone	8K	6.50	Llamasoft	Fast moving mega-zap with guns on x and y axes

ATARI GAMES A-M

TITLE	PRICE	SUPPLIER	COMMENT
Airstrike 2	9.95	English	Excellent version of *Scramble*
Caverns of Mars	30.00	Atari	Smooth vertical version of *Scramble*
Choplifter	30.00	Broderbund	Rescue hostages in exciting helicopter game
Defender	30.00	Atari	Authentic arcade action in the classic game
Donkey Kong	30.00	Atari	Rescue your girl from the nasty gorilla in superb arcade copy
Miner 2049'er	30.00	Big Five	A *Donkey Kong* derivative with novel elements
Missile Command	30.00	Atari	The best and meanest version of the original

ZX81 GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Black Crystal	5.95	Carnell	Multi-part graphic adventure
Cassette 4	6.00	Orwin Software	8 games including excellent *Scramble* and *Defender*
Forty Niner	5.95	Software Farm	Tunnelling game with superb high-res graphics
3D Defender	4.95	New Generation	Blast alien craft as they zoom towards you
3D Monster Maze	4.95	New Generation	Fight your way through the maze while avoiding T-Rex

ORIC GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Classic Racing	7.95	Salamander	Management simulation with great animation in the races
Colossal Adventure	9.50	Level 9	First of a series of complex text adventures
M.A.R.C.	6.95	PSS	Rescue stranded scientists in original space shoot-'em-up
Mushroom Mania	5.50	Arcadia	Smooth version of *Centipede*
The Hobbit	14.95	Melbourne House	Innovative graphics adventure based on Tolkien novel
The Ultra	6.95	PSS	Classic multi-stage space game
Xenon	8.50	IJK	Gripping space shoot-'em-up
Zorgon's Revenge	8.50	IJK	Interesting game with the flavour of the Spectrum classic *Manic Miner*

DRAGON GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Bloc-Head	7.95	Dragon Data	*Q*Bert* clone on rectangular pile of blocks
Chuckie Egg	7.90	A&F	Addictive multi-level game with deadly ducks
Crusader	6.95	J. B. Morrison Micros	Rescue the damsel in distress
Cuthbert in the Jungle	8.00	Microdeal	Fight your way through the perilous jungle while collecting treasure
Danger Ranger	8.00	Microdeal	Arcade adventure with *Kong*-style elements
Empire	6.95	Shards	Computer version of the board game *Risk*
Franklin's Tomb	7.50	Salamander	An eventful text adventure
Frogger	8.00	Microdeal	Nice version of that familiar arcade game
Kriegspiel	6.95	Beyond	Excellent war-game with scrolling map
The King	8.00	Microdeal	Good version of *Donkey Kong*
Touchstone	8.00	Microdeal	Exciting game in large underground scrolling maze
Ugh!	6.95	Softek	Enjoy stealing the pterodactyl's eggs
Wizard War	6.50	Salamander	Two player game of battling wizards

AVAILABLE NOW

Spectrum 48K £5.95
BBC 'B' £7.95
from all leading stockists

Paranoid PETE

UBIK SOFTWARE

Available soon for Commodore 64 & Amstrad CPC464

ORDER NOW - FAST DELIVERY

Please send me by return of post, Paranoid Pete for the:

Please tick appropriate box

BBC Model B ☐ at £7.50 inc. P&P.

SPECTRUM 48K ☐ at £5.50 inc. P&P.

I enclose a cheque/postal order for ....made payable to UBIK Software.

Name ....

Address ....

Dealers & Stockists enquiries welcome.

Send to: Ubik Software, 66 Rothwell Road, Gosforth, Newcastle upon Tyne, NE3 1UA. Tel: (091) 284 0044.

SOPHISTICATED GAMES FOR THE VIC 20 AND COMMODORE 64

VIC/64 CRICKET – a realistic game of tactical skill and luck. Ball by ball commentary with full scoreboard and all the major rules of cricket corectly interpreted. Printer/game save facility.
Vic cricket-Vic 20 plus 16K £5.99
New 64 Cricket with extra features £6.99

LEAGUE SOCCER – league title game for 2 to 24 players. With automatic fixtures, action commentary, results check, scorers, league table, cup draw etc. Printer/game save facility.
League Soccer for Vic 20 plus 16K £5.99
New 64 League Soccer with many extra features still £6.99

WHODUNNIT? – Twelve guests have gathered for drinks at Murder Manor, but one of them has more than drinks on his mind. Addictive and thrilling detective game for one to six players. With genuinely different games each time.
Whodunnit? Vic 20 plus 8K or any CBM 64 (state which) £4.99

TOP OF THE POPS – Easy to learn game about the music business. For one to ten players. Including printer and game save facility.
TOTP Vic 20 plus 8K £4.99
New 64 TOTP even bigger and better £5.99

ELECTION NIGHT SPECIAL – You are the leader of a political party and your aim is to win the general election and become prime minister.
Vic 20 plus 8K or CBM64 £4.99

Available from

SOPHISTICATED GAMES,
Dept. PCG, 27 Queens Road, Keynsham,
Avon BS18 2NQ. Tel 02756-3427



WRITE FOR DETAILS OF OUR FULL RANGE

***P&P free (U.K.) only. All games sold subject to our conditions of sale, which are available on request**

ATTENTION ALL DRAGON OWNERS!



FED YOUR DRAGON LATELY?

THEN TEMPT HIS TASTEBUDS WITH THE MEATIER MORSELS FROM **Active Software!**
OUR POLICY IS 100% CUSTOMER SATISFACTION — TRY US!

8 CHALLENGING GAMES ON ONE CASSETTE — EACH GAME INCORPORATING THE SPECTACULAR FEATURES OF THE DRAGON 32:—
•BRILLIANT COLOUR• •IMPRESSIVE HI-RES GRAPHICS• •EXCITING SOUND EFFECTS•

1) Interplanetary Trader — 20k+!
The year 2283. Occupation:- Space Trader. Tour the Solar System in this real time game. Very challenging and feature packed.

3) Wumpus Mansion — 20k+!
Incredible Fun!! Outwit the Wumpus (if you can....) and raid the treasures of the Mansion. But don't trigger the — TIME BOMB! —

5) Hi-Lo — 20k+!
Is it skill or is it luck?? Turn £50 into £1,000,000 with this simple, yet highly entertaining game. Super sound. Brilliant colour, and graphics.

7) Atom Hunt
Full colour, sound, and graphics add to the excitement of this addictive game of deduction. Features:- 1 to 4 players: individual scores and ratings.

2) Execution — 20k+!
A hangman style game with a difference. Play the computer or an opponent. Lots of extra features. Good graphics and sound.

4) Wipeout
Compulsive, exciting, challenging game of fast reaction. Begins easy but gets progressively harder. With sound and graphics.

6) Snail Pace
Announcing: - SNAIL DERBY - ! Super entertainment! Computer calculated odds and form. 2 - 8 snails per race. Beat the bookie! Full Graphics.

8) Air Assault
Blast the skyscrapers with ultra-high explosive bombs and clear a space to land your crippled aircraft before crashing. Hi-res graphics and sound.

AMAZING VALUE ONLY **£7.25**

POST COUPON **NOW** TO:—

ACTIVE SOFTWARE
30 EDGMOND CLOSE, WINYATES WEST, REDDITCH, WORCS. B98 0JG.

I enclose a cheque/P.O. for £ ______
NAME ______
ADDRESS ______

NEW

COMMODORE CM64

CHUCKIE EGG

BBC 32K

HAUNTED ABBEY

GET A GRIP OF A&F SOFTWARE

Commodore CM64 Chuckie Egg

BBC 32K Haunted Abbey

AVAILABLE FROM ALL GOOD COMPUTER SHOPS





Selected Stores

	CM64	BBC	ELECTRON	DRAGON	SPECTRUM
CHUCKIE EGG	£7.90	£7.90	£7.90	£7.90	£6.90
CYLON ATTACK		£7.90	£7.90		
HAUNTED ABBEY		£6.90			
PHARAOH'S TOMB		£7.90	£7.90		

Sold subject to A&F Software Ltd.
Full terms and conditions available on request



GSH

A&F Software

Unit 8, Canalside Industrial Estate,
Woodbine Street East, Rochdale, Lancs.
OL16 5LB. Tel: 0706 341111

BRICKS

FRUSTRATING, OBSESSIVE, IRRESISTIBLE.

TWO STUNNING NEW ARCADE-STYLE GAMES

BRICKS AND SQUISH

BY IAN SUTHERLAND

FOR ANY VIC20. £5.99 EACH

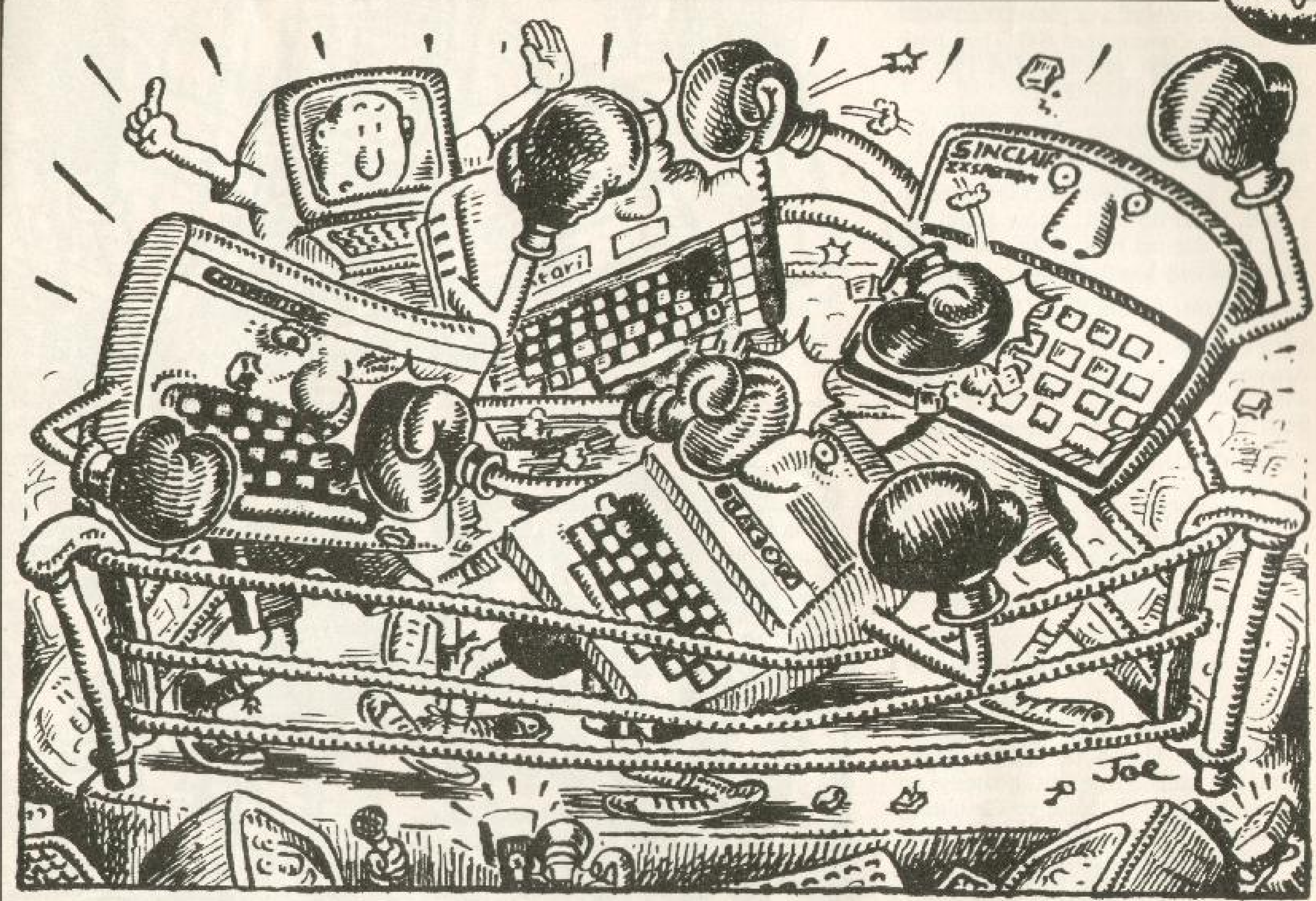
FROM ALL GOOD COMPUTER GAMES SHOPS

SQUISH!



275 PENTONVILLE ROAD, LONDON N1 9NL. DISTRIBUTED BY PALACE, VIRGIN, GOLD, 69 FLEMPTON ROAD, LONDON E10. TEL. 01-539 5566


ANIROG
NEW TURBO 64 GAMES
P.C. FUZZ
RAM PACK
Aggro at closing time at the local. Getaway car screeches to a halt outside a bank. Ingenious methods employed by the Mafia to literally spirit away the loot from the High Street. Never fear - P.C. Fuzz is on patrol.
COMMODORE 64 £7.95
ZARGA MISSION
An action packed 3D scrolling arcade thriller by the author of Space Pilot.
COMMODORE 64 £7.95
Also available on Disk at £9.95
TRADE ENQUIRIES: ANIROG SOFTWARE LTD. 29 WEST HILL DARTFORD KENT (0322) 92513/8
MAIL ORDER: 8 HIGH STREET HORLEY SURREY 24 HOUR CREDIT CARD SALES HORLEY (02934) 6083
PAYMENT BY CHEQUE P.O. ACCESS/VISA 50p POSTAGE & PACKAGING



THE GREAT MICRO DEBATE

Which one's best for games?

IT HAPPENED LATE ONE NIGHT. We were just locking up the office after another hard day's labour when the Spectrum in the PCG cupboard emitted an astonishing statement through its attached speech unit. The other computers began arguing with it angrily. Whipping out his shorthand notebook, editor Chris Anderson managed to get the whole remarkable debate down on paper. We present it without comment.

SPECTRUM: You're all rubbish at games.
(stunned silence)

SPECTRUM: I said, you're all rubbish.

BBC: Who's making that tinny little noise? Oh, it's the Spectrum. What are you talking about?

SPECTRUM: I was just observing that compared to me, none of you is a games machine worth considering. It's a straight matter of numbers. I can play well over 500 different commercially released titles. None of you can match half that.

VIC: Piffle. I've been around just as long as you have, rubber face. And back in the US of A where I'm from there are literally hundreds of different games written just for me.

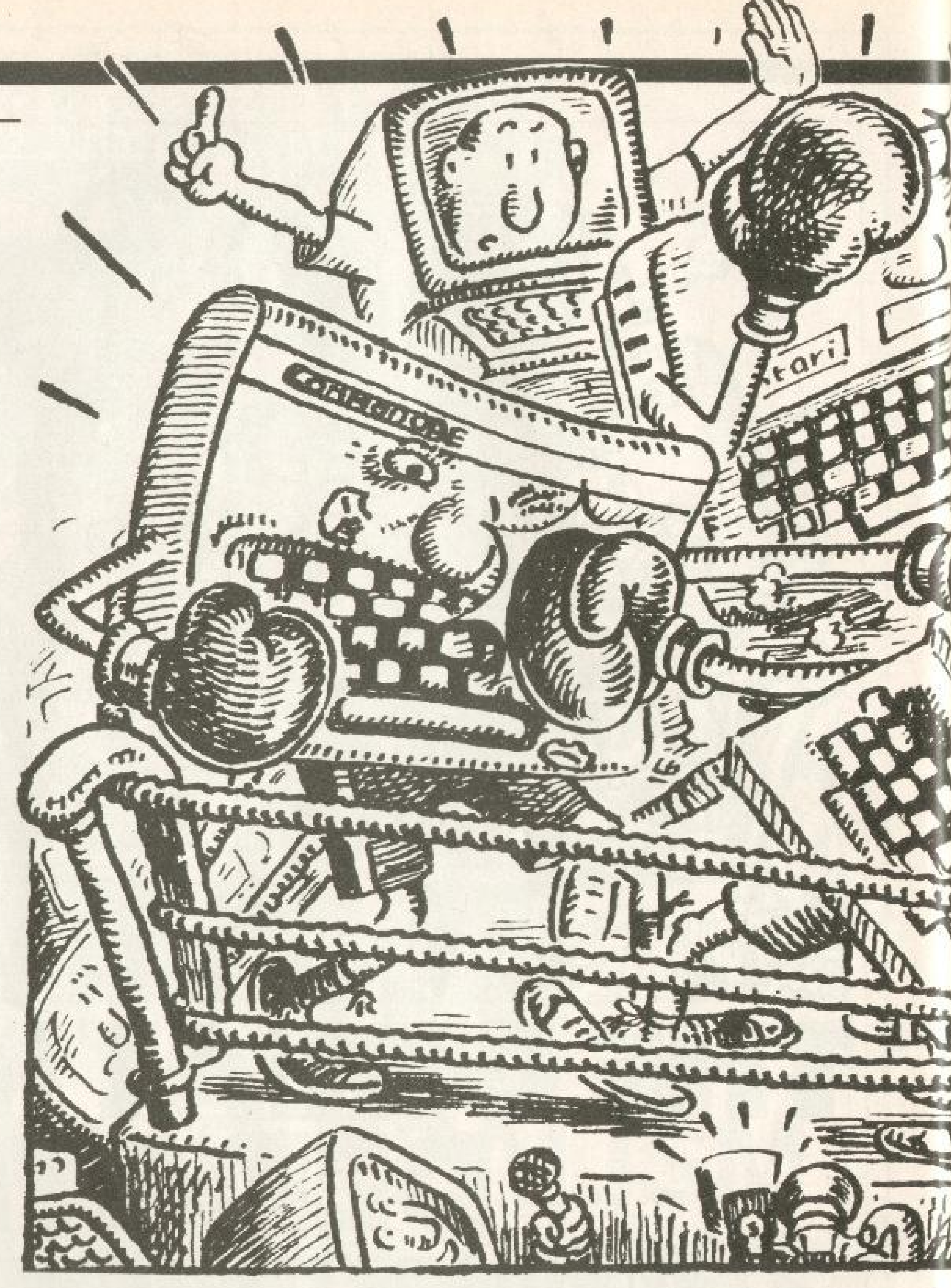
SPECTRUM: A pity they couldn't make it across the Atlantic.

VIC: A lot of them have.

BBC: They can make the return journey as far as I'm concerned. Have you seen them actually played? Awful, chunky graphics. Positively primitive.

SPECTRUM: Besides, what can you hope to do with under 4K of user memory? Noughts and crosses?

VIC: Get out of it! There have been some great hit games released for me recently. Have you seen *Chariot Race*? That's an original game none of you can match. Besides, by the time I've added 16K expansion I've almost as much usable memory as you, la-di-da BBC. What's more, the top software houses produce programs for me. Have Ulti-



mate ever released a game on the Beeb? Or on the Commodore 64? They have not. But they've produced *Jet Pac* for the Vic 20. And it's GREAT.

SPECTRUM: *Jet Pac* – I remember that game – back in 1983, I think it was ...

VIC: At least my version's got decent sound. What do YOU know about the true, full decibel roar of arcade excitement, you silly bleeper?

SPECTRUM: Er, um ...

VIC: Or joysticks, if it comes to that. Anyone who wants to use a joystick with you has to buy a special interface first. What a rip-off!

COMMODORE 64: Well said, little brother Vic. And now perhaps, since I'm gradually making you obsolete, you'll let me take over the debate with these British upstarts.

VIC: Don't obsolete me, at least I'm cheap.

BBC: You're all so very cheap. So common.
(jeering, laughter, uproar)

SPECTRUM: The poor BBC doesn't seem to realise that it's actually an advantage to be cheap. If you're cheap, lots of people can afford to buy you. And when that happens, other people decide it's worth their while to write decent games for you. You ever had a decent game written for you, BBC?

BBC: Don't be absurd, of course I have. My software library includes the best versions of the arcade games *Defender, Kong, Scramble, Pac-Man, Asteroids, Space Panic, Galaxians* and *Missile Command* that you'll find on any home computer ...

ATARI: I dispute that.

BBC: ... unless you want to pay £30 a time for them on a Yankee Atari.

SPECTRUM: So what, who cares about yesterday's arcade games? Those precious games of yours were released by Acornsoft well over a year ago. What's happened since?

BBC: Quite a lot, actually. For a start the release of *Aviator*, one of the best flight simulators ever. And what about *Zalaga* for a shoot-'em-up, and *Frak* for a platform game.

SPECTRUM: Three good games in 1984 – gosh, that's prolific.

ELECTRON: If you think the Beeb's badly off, what about me? When they made me they said tons of games would soon be available – but where are they? Some of the best BBC games haven't yet been converted. I feel ignored.

ORIC: So do I. I'm every bit as good as the Spectrum – and my sound's far better. But I don't have nearly as many games. Mind you, some of them are very good. Like *Xenon 1* and *Zorgon's Revenge*. And, for a great strategy game there's *Racing Manager*. But ... what's that sobbing noise?

VIC: It's the Lynx. He's weeping! What's wrong Lynx?

LYNX: Oh, I feel so depressed. Listening to you people talking all the time about your wonderful games – and I just get left on the shelf. (sobbing) They told me I had great graphics potential, that I was a great machine for programmers. But hardly anyone bought me, and hardly any games were released for me, and then ... and then ... my company went bust! (uncontrollable sobs) ...

TEXAS: (bursting into tears) Mine did too!

DRAGON: (voice cracking) And so did mine!

(for a while nothing more heard except weeping, sobs and the occasional embarrassed cough)

DRAGON: Still, I suppose one must put a brave face on it. I've seen some fine games in my time.

SPECTRUM: You have?

DRAGON: I can boast an excellent version of *Kong (The King)* – and a really good wargame called *Kriegspiel*.

SPECTRUM: And?

DRAGON: And ... er... the *Cuthbert* series, and several others.

SPECTRUM: Why do they almost all feature green screens?

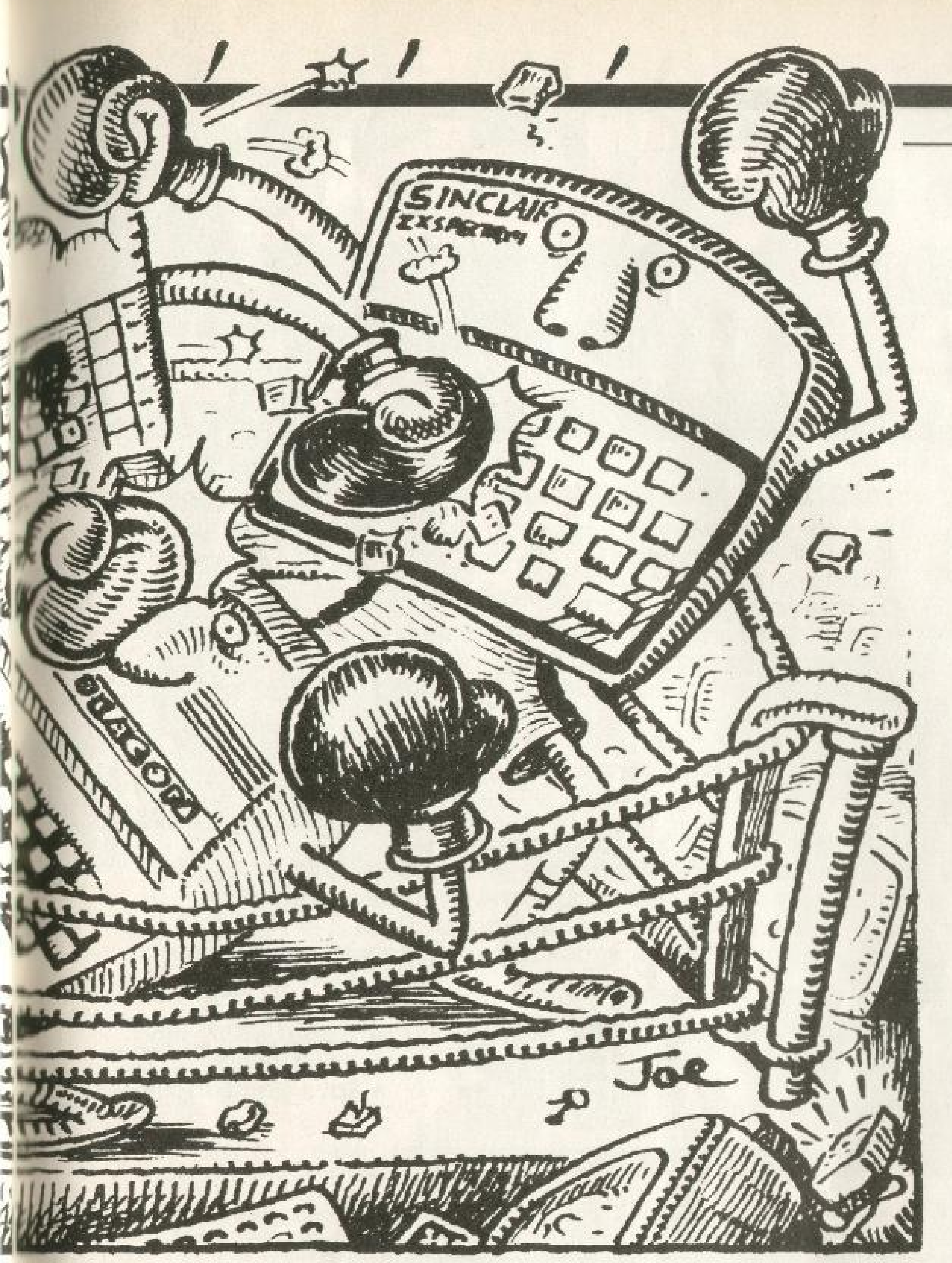
DRAGON: Don't be nasty.

SPECTRUM: And why are Dragon joysticks so hard to use?

DRAGON: I'm going to cry again.

BBC: Keep your chin up, old boy, at least your version of Basic is pretty fine, eh? More than you could say for our American friend over there.

COMMODORE 64: Gee, I'm glad you hadn't forgotten me, because the way I see it I'm the one you should be comparing yourselves to. Just look at me: sprite graphics, 4-channel sound. Compared to me, Spectrum, you're a shmuck. Your graphics are limited, your sound about non-existent. What have you got to



match a game like *Loco*? Or *Forbidden Forest*? Or *International Soccer*?

SPECTRUM: How about *Stop the Express, Mugsy* and *Matchpoint*? The sound, I grant you, I can't match, but you can't lecture me on graphics. And I'll tell you what, for all your pretty pictures, you can't offer any games with lasting appeal. Most players are bored with simple arcade fare. They want lots of locations, a difficult task to solve. Where's your *Atic Atac* and *Sabre Wulf*? You've nothing to match *Jet Set Willy*. Or *Psytron*. Or *Lords of Midnight*.

COMMODORE 64: Times are changing, kiddo. Just look at this month's game-of-the-month. That's going to be the first of many 64 arcade-adventures. You've gotta remember, I'm still quite a new machine. I've got a big future ahead of me – and my potential is only just beginning to be realised. You, on the other hand, are ageing quite a bit. I wonder which of us will sell better this Christmas.

AMSTRAD: That is a very interesting question, 64. I wouldn't be too sure it's either of you. The market's changing. You little boys have had your day. But now it's the big boys' turn. People who want a machine with a future will buy me.

MSX MACHINES: (in chorus) Or us.

COMMODORE 64: It's all speculation. You people don't yet have a single decent game to your credit. Buying you now is a gamble. For the most exciting games machine with proven potential, it's me you gotta turn to.

BBC: Yankee boaster.

COMMODORE 64: You can't talk. Go back to your TV company.

VIC: Hear, hear.

SPECTRUM: Tired of arguing already?

COMMODORE 64: Of course not, schmuck.

DRAGON: Now, now, manners!

COMMODORE 64: Shut up, dodo!

DRAGON: I'm going to cry!

ALL: (except Dragon) AAAAAAAAAAAGH!

The rest of the debate is lost in a cacophony of noise. Next morning, the chart below had mysteriously appeared on an office desk. What can it mean?

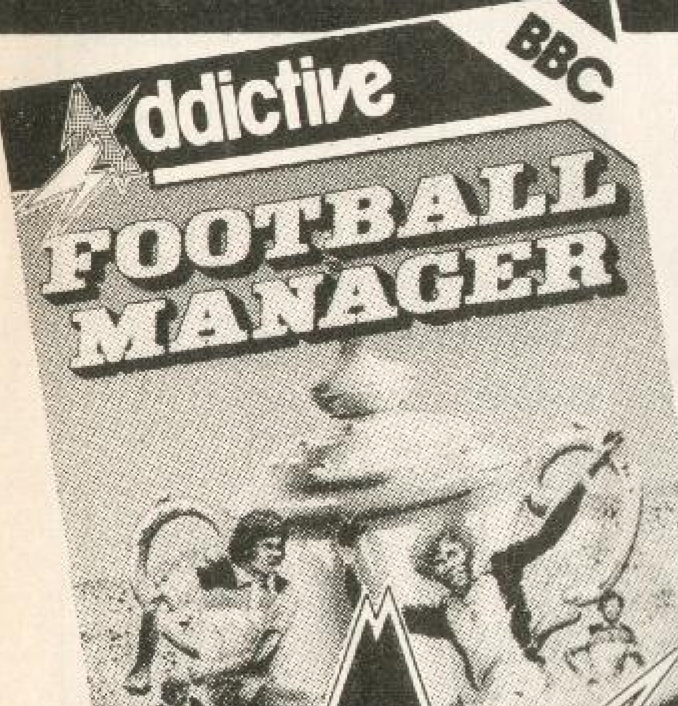
Notes: All ratings are out of 10.
'Joystick compatibility' is rated high if high quality joysticks can easily be connected to the machine, low if special interfaces are needed, or the machine's dedicated joysticks are not top quality.
'Games quantity' measures the number available now in this country.
'Games quality' measures the quality of the best dozen or so games on that micro.
'Tape loading' is a measure of both speed and reliability.
'Games prospects' is a guess at whether many more high quality games are likely to be released for that machine.
Complaints about this chart should be addressed to the PCG hardware cupboard.

MICRO RATINGS	GRAPHICS POTENTIAL	SOUND POTENTIAL	JOYSTICK COMPATIBILITY	GAMES QUANTITY	GAMES QUALITY	GAMES COST	MACHINE COST	TAPE LOADING	GAMES PROSPECTS	OVERALL
SPECTRUM 48K	7	3	5	10	10	9	9	9	8	9
COMMODORE 64	10	10	10	9	10	7	7	8	10	9
VIC 20 + 16K	4	8	10	8	6	7	8	7	4	6
BBC	9	9	5	6	9	7	3	8	7	7
ELECTRON	9	9	3	3	8	7	7	8	6	6
DRAGON	6	6	4	5	6	7	8	8	3	5
ATARI	10	10	10	5	10	2	8	8	8	8
ORIC/ATMOS	7	7	3	3	6	7	9	2	5	5
ZX81	2	0	0	6	1	10	10	3	2	2
MEMOTECH	10	10	10	2	4	7	5	9	5	6
TEXAS TI99	8	6	10	3	4	3	10	7	0	2
LYNX	7	5	10	2	3	7	5	9	1	3
SPECTRAVIDEO	10	10	10	2	7	6	7	9	5	5
MSX	10	10	10	0	?	?	6	?	9	8
AMSTRAD	10	10	10	1	5	7	7	9	9	8

The No.1 Football Game*

Now available for the BBC model 'B'

BBC Model 'B', ZX81 16K, ZX Spectrum 48K



Football Manager

Designed by Kevin Toms

This outstanding game of skill and strategy is now widely available and you can join the many thousands of satisfied customers who have purchased the game. This is no five minute wonder – you will be playing this game for hours over many weeks (we know – our customers tell us!).


Kevin Toms

Some of the features of the game:–

- ★ Matches in 3D graphics ★ Transfer market
- ★ Promotion and relegation ★ F.A. Cup matches
- ★ Injury problems ★ Full league tables
- ★ Four Divisions ★ Pick your own team for each match
- ★ As many seasons as you like
- ★ Managerial rating
- ★ 7 skill levels
- ★ Save game facility

Addictive

* ZX81 Chart Home Computing Weekly 21·2·84

Programmers We want your software. Send us a sample, if accepted, we will supply generous royalties plus cash advances plus free advice from Kevin himself!

Comments about the game from press and our customers

"FOOTBALL MANAGER is the best game I have yet seen on the Spectrum and my personal favourite of all the games on any micro ... To the ordinary person it is an excellent view of what can be done in the field of computer games ... The crowning glory of this game is the short set pieces of match highlights which show little stick men running around a pitch, shooting, defending and scoring ... It is a compulsive game but people who cannot take game sessions of 9 hours or so, which happened on one happy Sunday, will be grateful to know that there is a 'save to tape' option. FOOTBALL MANAGER has everything it could ... The originator, Addictive Games, certainly deserve the name." Rating: 19/20 (Practical Computing – August 1983).

"When I first received this game I spent the best part of the weekend playing it. Since then I have returned to it more often than any other. The truly addictive quality of this game is the remarkable way it mirrors the real football manager's problems ... "(Personal Computer Games – Summer 1983)

Versions coming soon for

Commodore 64

Dragon, Oric

and Atmos.

GOAL!

Action from the Spectrum version

"I am writing to say what a great game it is. I have spent over 45 hours on it." (Mr. D. Fearn – Gloucestershire.)

Available from computer software stockists nationwide, including  &  **John Menzies**

Prices:	BBC Model B	£7·95
	Spectrum 48K	£6·95
	ZX81 16K	£5·95

(N.B. 3D GRAPHICS ARE NOT INCLUDED IN THE ZX81 VERSION).

Overseas orders add £1·50

To order by mail (p&p free) send cheques or postal orders to:

Addictive Games

7A RICHMOND HILL, BOURNEMOUTH, BH2 6HE

Dealers! For urgent stocks send your headed notepaper direct to our address.



"Ziggy turned, his fingers clutching the trigger of his capsule gun, something had startled him or had it?

He looked back, he had grown very tired from his many exploits in THE PYRAMID negotiating 120 different chambers and coming face to face with some pretty nasty aliens.

No sooner than he had accomplished this mission, he was summoned by Time Lord Hamilton (known as Super Ham to his friends) to go to DOOMSDAY CASTLE and to save the Universe from the infinitely evil Scarthax, this being no small task took several megayears. By this time Ziggy was completely exhausted, his capsule battered, dented and wobbling as he limps in the direction of home, a real super hero of our time. Unable to leave the Universe undefended he radioed his great friend and colleague Beaky on the planet of Crackit to stand guard until his return.

Beaky would normally assume this role without a second thought, however he had his own problems to face for the dreaded Eggsnatchers had returned to threaten the very existence of his breed. Beaky's survival instincts do not allow him to leave Crackit until he has reared enough chicks to fight off the Eggsnatchers. In order to crack it, he must pass through 12 different stages each getting progressively harder.

So we have it, Ziggy returning home for a complete refit under the illusion that Beaky is defending the Universe, surely it can't take Beaky that long to secure his own species and when will Ziggy be back.....?"

SPECTRUM 48K:-
The Pyramid £5.50
Beaky & The Eggsnatchers £5.50
Doomsday Castle £6.50

COMMODORE 64K:-
The Pyramid £6.50
Beaky & The Eggsnatchers £5.50
Disc Versions £9.50

Available from all good software outlets.

FANTASY SOFTWARE,
Fauconberg Lodge, 27A St. George's Road,
Cheltenham, Gloucestershire.
Telephone: (0242) 583361.
Trade enquiries welcome.

SL

ON THE OCHE

(DARTS)

This thrilling game brings you all the excitement of Competition Darts

ON THE OCHE is designed for two players and has superb graphics including Automatic Scoreboard

48K Spectrum

£6.95

This and other games on display at:

THE ARTIC SOFTWARE STATION,
263 Acton Lane, London W4.
01-995 2152



To: Artic Computing Ltd, Main Street
Brandesburton, Driffield YO25 8RL

Please supply

*Cheque for total amount enclosed £

Name

Address

*Access/Barclaycard No.

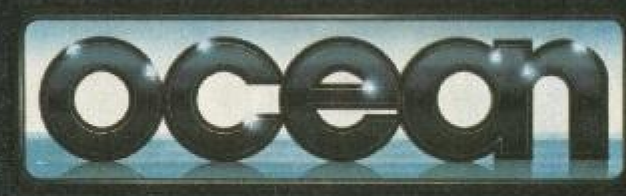
*Please delete or complete as applicable

Another No.1 from Ocean

DALEY THOMPSON'S DECATHLON

GO FOR GOLD!

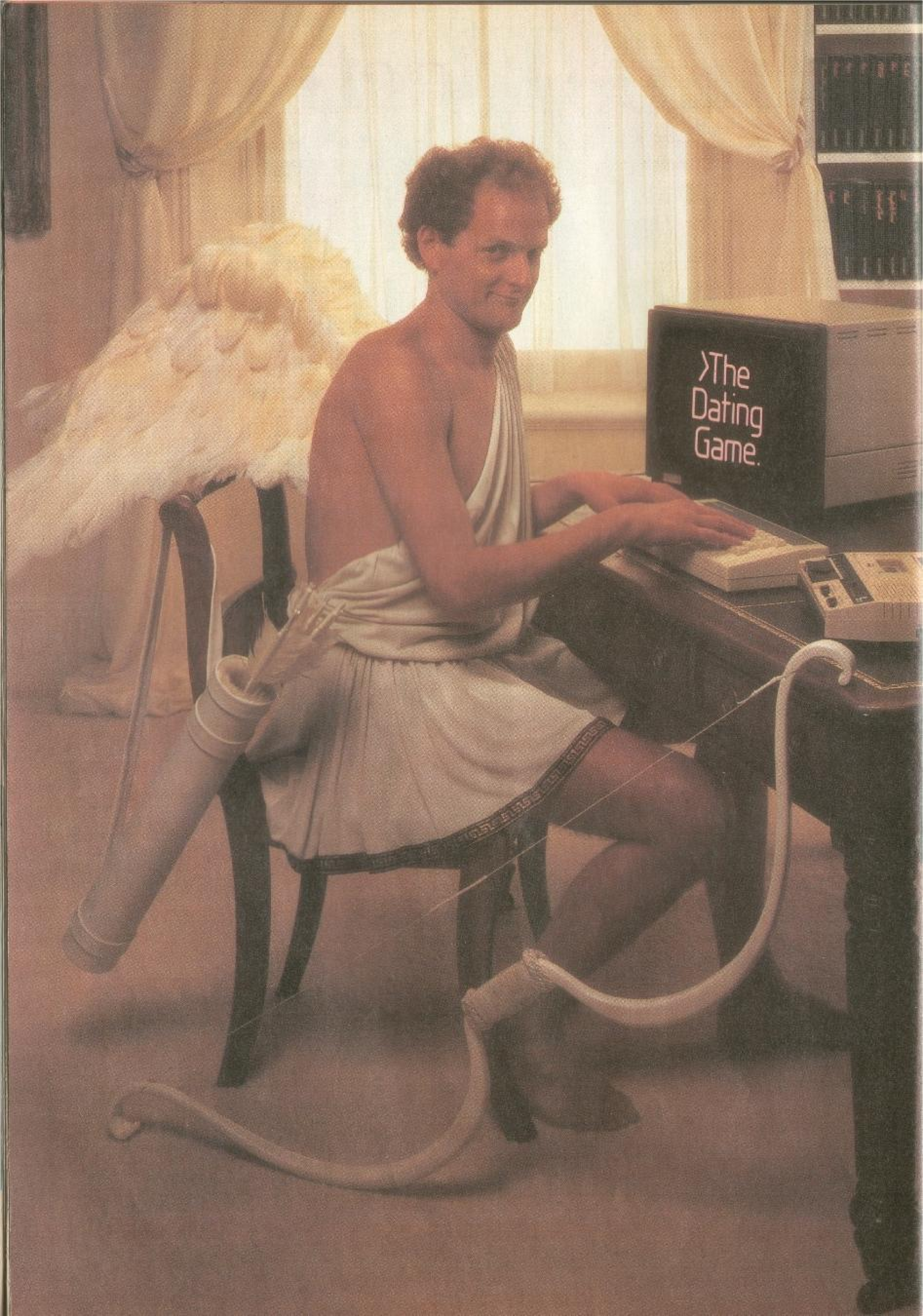
SPECTRUM 48k
6.90



COMMODORE 64
7.90

Ocean House · 6 Central Street · Manchester M2 5NS Tel: 061 832 6633

Ocean Software is available from all good software dealers and selected branches of:
WOOLWORTH, WHSMITH, Boots, John Menzies, **LASKYS**, **Rumbelows** and Spectrum Shops



>The
Dating
Game.

The Electron has added even more strings to its bow.

The list of top quality software for the Acorn Electron is growing all the time.

As you can see, there's already an outstanding selection of exciting programs covering everything from monsters to music and murder to marriage guidance.

And ultimately, the Electron will enjoy a range of software as comprehensive as that of its illustrious big brother, the much-acclaimed BBC Micro.

You'll find all the programs featured here at your local Acorn stockist. (To find out where that is, simply call 01-200 0200.)

Alternatively, you can send off for the Electron catalogue and order through the post by writing to Acornsoft, c/o Vector Marketing, Denington Estate, Wellingborough, Northants NN8 2RL. Tel: 0933 79300.

GRAPHICS: Graphs & Charts, Creative Graphics, Picture Maker.

BUSINESS: Personal Money Management, Desk Diary.

EDUCATION: Tree of Knowledge, Peeko-Computer, Business Games.

LANGUAGES: LISP, FORTH, S-Pascal, Turtle Graphics.

GAMES: Starship Command, Monsters, Chess, Draughts and Reversi, Snapper, Meteors, Hopper, Sphinx Adventure, Arcadians, Free Fall.

QUIZZES: Theatre Quiz, Crime and Detection Quiz, Music Quiz, History Quiz, Science Fiction Quiz, '...I Do', The Dating Game.

CHILDREN'S EDUCATIONAL SOFTWARE: Happy Numbers, Timeman One, Timeman Two, Wordhang, Happy Letters, Map Rally.

ACORNSOFT

Ant Attack is a meaty challenge

DIANA

Ant-eaters but no meat-eaters in this month's heroic, and vegetarian, *3D Ant Attack* contest. Even before the traditional pre-Chamber hamburgers were refused the Master should have guessed the preferred diet of the contestants: Jason West of Orpington was sporting a badge proclaiming 'Bernard Matthews should be stuffed' while Diana Theodosiou of Canterbury visibly paled at the very mention of meat.

Neither, though, has any objection to blowing up a few giant ants if they get in the way during Quicksilva's impressive Spectrum game.

Ant Attack takes place in the walled city of Antescher, where mazes, towers and steps combine in bizarre forms to provide cover for the grotesque and fearsome giant ants which live there. These horrible creatures have stolen your boyfriend/girlfriend and your task is to get 'the loved one' back. Armed with only a few grenades and your wits you hop over the outer wall and begin your search. The game features superb graphics and animation with fantastic 3D views of the city.

Both Diana and Jason are masters of the game's control and strategy. Their high-scores bear witness to their prowess: Diana, with 49,335, had a substantial lead over Jason's best of 47,905.

When you find out how much these two play computer games, though, their huge scores are understandable. 19-year-old Diana puts in a staggering two or three hours per day on games, while Jason, 15, plays for a more modest two or three hours every other day.

Both have been Spectrum owners for quite some time and are dedicated gamesters. Diana buys a new game 'every week', which adds up to quite a lot over the year and a half she's had a computer. Jason, too, buys a lot of games and is also an arcade fan, obsessed by the intricacies of *Zaxxon* and *Dragon's Lair*.

But there was no intricacy in his tip for playing *Ant Attack*: 'Venceremos' his entry said. For those with no Spanish this simply means 'We shall overcome', which is not much help to the rest of us but seems to work well for Jason.

Diana did give some more detailed tips, including the essential information that you should 'use the ants to jump over the wall and get your man home', a technique both players used to great effect.

Daunting

Battle commenced with Jason using joystick and Diana keys, and almost immediately the triumphant music proclaimed that lives were being saved. At the beginning of the game both players know just where to go to find their loved ones.

Paralysing ants with great rapidity, both had rescued six loved ones after a mere five minutes, scoring well over 20,000 points. The screen displayed daunting messages such as 'Who would have thought you could get so far? Better not be silly now!'



Taking on the killer ants in the strange city of Antescher

And nobody was silly. After ten minutes they had saved nine lives and were ready to break the 40,000 barrier. By now the city was swarming with creeping monsters, and both Diana and Jason were desperately running and throwing grenades.

But the end was in sight. Almost simultaneously they leapt over the wall with their friends and the game was over. The scores were an upset for the form book: Jason – 48,136 and Diana – 47,995. Jason scored his best ever result but Diana was a couple of thousand below her best.

Huge scores

Another contest reversed the positions with Diana scoring 47,845 and Jason, after blowing himself up several times with his grenades, reaching only 43,028. With two such huge aggregate scores how could the Chamber Master declare one of these saviours of humanity a loser?

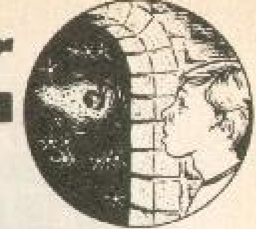
He couldn't. He's got too much heart. So this month two brave gamesters leave the Challenge Chamber with the thanks of the human race ringing in their ears. And the moral of this stirring story is that if you want to save lives – give up meat.



Diana Theodosiou – hours of practice behind her high-scoring



Jason West – achieved a personal best in the contest





v JASON

The Master's massive mail

One of the Master's minions has just arrived, breathless after running all the way from Sweden with this question: 'Am I the first to have managed *Sabre Wulf*? On 1st July I got out the jungle.' Well, Jonas Frober, the answer is no. You're not. The editor of this very magazine escaped some time before you and is alive and well in this office to prove it.

But well done Jonas, and all the other Chamber fans who have sent in entries for Ultimate's new game. Scores of around 100,000 are not uncommon. But more interesting is the time it takes you to escape from the maze. So I'm looking for sabre-persons who can solve the game as fast as possible (and with as LOW a percentage as possible!). So get those entries rolling in.

Meanwhile, back on the other machines, *Chuckie Egg* is still arousing strong feelings and monstrous scores. Richard Mazzaferri of Aberdeen has amassed 10,338,990 in a game lasting 15 hours on his Spectrum. This is just the kind of score the Chamber Master is inclined to doubt, but he had to believe it when he saw that Richard's form had been witnessed by a 'Minister of Religion'.

The Master's faith was bolstered by the long and detailed letter of tips that Richard sent with his form – tips we hope to print in next month's Tricks 'n Tactics.

Stunned

Raymond Graham of Birkenhead sent an anguished *Chuckie Egg* letter which almost made the Master's heart bleed. Referring to July's Challenge Chamber he says: 'You had a *Chuckie* play off – without me in it. I'm not being big-headed but I could have handled it. I was utterly stunned and then later angry for not being given the chance to prove my claim.'

He goes on to say, 'That's all water under the bridge and I'm prepared to just be called the best and forget it.' Very magnanimous. A pity you're about 7,000,000 behind the new Spectrum high score, Raymond.

A couple of letters the Master received were so amusing that he thought they should get a wider readership, so look in Byte-Back for a stirring *Snapper* story and some musical tips for *Chuckie Egg* on the Dragon.

Room has run out for the Challenge Chamber this month, but in the next issue the Master hopes to print a lot more of your tips, funny stories and massive scores – so keep licking the stamps and sending the letters.

SEND US YOUR RECORD SCORES

You too can achieve nationwide fame by sending us your high scores on any popular game for any micro. Just fill in the form below.

But remember. You may be summoned to the Challenge Chamber to prove that your skills match up to your claim...

The scores to beat

GRIDRUNNER VIC 20

★ 447,900 Steven Bell, Barking
★ 330,970 Steven Blunt, Farnborough
★ 315,030 Andrew Philpott, Hertford

REVENGE OF THE MUTANT CAMELS COMMODORE 64

★ 1,885,000 Tom Burton, Saxmundham
★ 1,802,699 Alan Bilsborough, Glasgow
★ 1,420,000 Steven Finlay, Kircaldy

SHEEP IN SPACE COMMODORE 64

★ 1,146,000 Tom Burton, Saxmundham
★ 971,375 Tim Appleyard, Stockport
★ 854,019 Darren Hawthorn, Tadley

SABRE WULF SPECTRUM

★ 115,285 Robert Scott, London
★ 102,015 Andrew Cousins, Hull
★ 98,215 Graham Chadwick, Grimsby

3D ANT ATTACK SPECTRUM

★ 49,335 Diana Theodosiou, Canterbury
★ 48,376 J. James, Kinghorn, Scotland
★ 48,136 Jason West, Orpington

BONGO VIC 20

★ 2,152,000 Alistair Lindsey, Aberdeen
★ 1,019,000 Kevin Pain, Otterbourne

CHUCKIE EGG BBC

★ 5,127,530 Binesh Patel, Wrexham
★ 3,074,080 Ian Cook, Braintree, Essex
★ 1,583,370 Sandy Rough, Aberdeen

CHUCKIE EGG SPECTRUM

★ 10,338,990 Richard Mazzaferri, Aberdeen
★ 4,001,390 Paul Hoare, Croydon
★ 3,220,550 Raymond Graham, Birkenhead, Liverpool

CHINA MINER COMMODORE 64

★ 8,700 Robert Ireland, Prestatyn, Clwyd
★ 4,100 Andrew Beastall, Warley

FORBIDDEN FOREST COMMODORE 64

★ 586,280 Jonathan Kenny, Thetford
★ 324,287 J.D. Lister, Stalybridge
★ 323,007 Kevin Leonard, Pontypridd

CHUCKIE EGG DRAGON

★ 5,100,360 Paul Rivers, Oxford
★ 270,375 David Bettis, Finchley, London
★ 251,030 David Brant, St. Austell, Cornwall

OK – I'll dare the Challenge Chamber

Name ....
Address ....
Telephone no. (if possible) ....
Game .... Machine ....
My record score is: .... scored on (date) ....
in a game lasting ...... mins ...... secs.
Signed ....
Here are my tips for playing this game well.
....

(This portion to be filled in by witness)

Name ....
Address ....
Telephone no. (if possible) ....
Occupation ....
I confirm that the above claimed score is genuine.
Signed ....

Post this form to Challenge Chamber, Personal Computer Games, Evelyn House, 62 Oxford Street, London W1A 2HG.



MILES BETTER SOFTWARE

US Gold Summer Sale

Commodore 64 and Atari

	C	D
Beach Head	£ 8.95	£12.00
Forbidden Forest	*£ 7.95	£11.00
Aztec Challenge	*£ 7.95	£11.00
Caverns of Khafka	*£ 7.95	£11.00
Slinky	*£ 7.95	£11.00
Solo Flight	*£12.00	£12.00
Nato Commander	*£12.00	£12.00
Spitfire Ace	*£ 8.95	£11.00
Dallas Quest	*N/A	£12.00
Bruce Lee	*£12.00	£12.00
Snokie	*£ 8.95	£11.00
Flak	*N/A	£12.00

*Available for the Atari

Telephone for extensive Commodore 64 list

Please telephone for Atari memory size and availability of all software
Access/Visa accepted

221 CANNOCK ROAD
CHADSMOOR, CANNOCK
STAFFS WS11 2DD
Tel 05435 3577


CG193

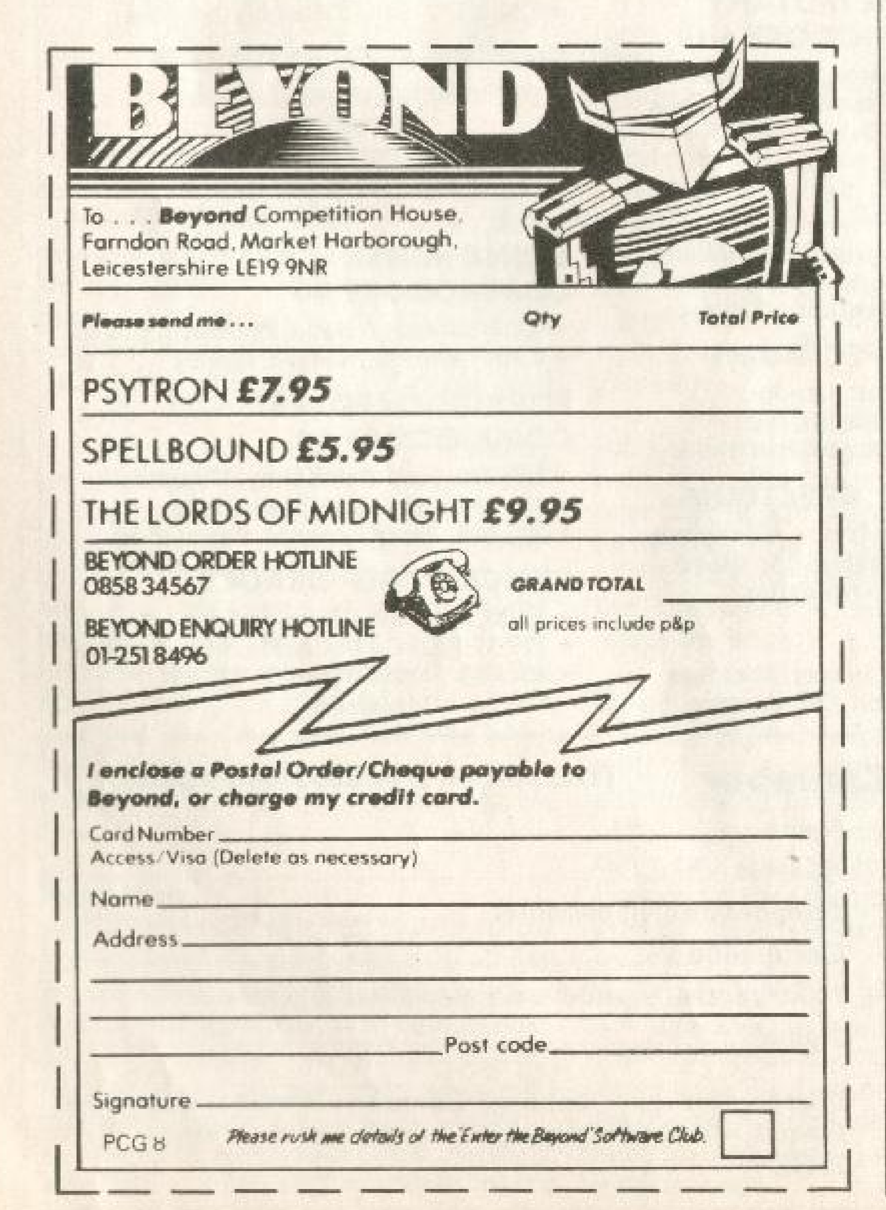


£8·90 Frak!

--- from better Dealers everywhere

Aardvark's aartful graphics game on the Beeb.

Aardvark Software, 100 Ardleigh Green Road, Hornchurch, Essex RM11 2LG


BEYOND

To . . . **Beyond** Competition House, Farndon Road, Market Harborough, Leicestershire LE19 9NR

Please send me . . .	*Qty*	*Total Price*
PSYTRON ***£7.95***		
SPELLBOUND ***£5.95***		
THE LORDS OF MIDNIGHT ***£9.95***		

BEYOND ORDER HOTLINE
0858 34567

BEYOND ENQUIRY HOTLINE
01-251 8496

GRAND TOTAL ______

all prices include p&p

I enclose a Postal Order/Cheque payable to Beyond, or charge my credit card.

Card Number ______
Access/Visa (Delete as necessary)

Name ______

Address ______

Post code ______

Signature ______

PCG 8

Please rush me details of the 'Enter the Beyond' Software Club. ☐

From the Leaders in pre-formed P.O.S. for the Video Trade comes an economical display for Computer Software.

Available in four colours to hold 15 or 30 programs either wall-mounted or counter top, prices start from just six pounds.

For details and prices phone

Northampton (0604) 48161

Gatelodge Displays Ltd.
12 Gatelodge Close,
Round Spinney,
Northampton, NN3 4RJ.

B.C. BILL

Probably the Best Computer Game since the Dawn of Man

B.C. BILL

At the Dawn of Time when men were chauvinists and women let them get away with it B.C. Bill ruled his kingdom ....

You have to support a hungry and ever increasing family and fight survival against the marauding dinosaurs intent on eating you, your food and wives.

Armed only with a club of wood you go into battle to protect what is rightly yours!

B.C. BILL

imagine

..the name of the game

ALL THESE GREAT GAMES ARE AVAILABLE FROM IMAGINE/BEAU JOLLY

SPECTRUM 48

SPE 48 8	ZZOOM
SPE 48 9	ZIP ZAP
SPE 48 10	STONKERS
SPE 48 11	ALCHEMIST
SPE 48 12	PEDRO
SPE 48 14	COSMIC CRUISER
SPE 48 15	B.C. BILL

SPECTRUM 16K

SPE 16 1	ARCADIA
SPE 16 5	AH DIDDUMS
SPE 16 6	MOLAR MAUL
SPE 16 7	JUMPING JACK

VIC 20

VIC 20 1	ARCADIA
VIC 20 2	WACKY WAITERS
VIC 20 3	CATCHA SNATCHA
VIC 20 4	BEWITCHED

COMMODORE 64

COM 64 1	ARCADIA
COM 64 12	PEDRO
COM 64 14	COSMIC CRUISER
COM 64 15	B.C. BILL

DRAGON

DRA 32 12	PEDRO
DRA 32 13	LEGGIT
DRA 32 14	COSMIC CRUISER
DRA 32 15	B.C. BILL

ELECTRON

ETRON 12	PEDRO

ATARI

ATARI 13	LEGGIT

BBC 32

BBCB 12	PEDRO
BBCB 15	B.C. BILL

A Fantastic NEW Game from







BE A DEMON DUSTMAN!

Never let them tell you that being a dustman doesn't require skill. You need every ounce you can muster when you take on the job in ***Trashman,*** New Generation's colourful and addictive game. The Spectrum version was released earlier this year and we promptly dubbed it a PCG hit in our June issue. Since then an equally good Commodore 64 version has come out.

But after you've got used to the game's remarkable graphics and original plot, you must spend considerable time mastering its many subtleties to get a high score. Most of all you have to keep your cool, **Chris Anderson** tells you how.

1 How to cross safely. The key is to understand how the cars move. Until level 6 there are simply two cars moving in each direction. After each car has passed, there will always be a pause before a car of the same colour comes again. So if, as often happens, two cars go through together in one direction, you will be safe from that direction for a bit.

Usually the best policy is to stand either at the top or the bottom of the screen, wait for two cars to go past together from the direction which is hidden and then cross. Should a car then come from the other direction, it will have to travel up or down the entire screen to hit you, so you should have time to take evasive action.

Remember – safety first: the game ends if you get hit by a car but if you're simply too slow you get two more turns. So try to relax, take it easy and cross the road very carefully.

2 Plan your route. You should compromise between the need to take houses in sequence as the dustcart moves up the street, and the need to cross the road as few times as possible.

Sometimes it's better to take a series of houses on one side of the road even though you will then have to double back a little to do houses on the other side. Here are the recommended sequences for the first five levels (L=left, R=right).

1: LRLLR
2: RRLLLR
3: LLRRRLL
4: LRRLLLRR
5: LLRRRRRLL

3 Don't cross verges. From level 3 onwards, you're often faced with the frustration of having the dustcart parked next to a grass verge.

It's tempting to cross it to empty your rubbish, but nine times out of ten it's not worth it. Your time bonus will probably fall further by stepping on the grass than if you walk the extra distance. And if the verge is opposite the house you're working on, you'll lose your tip.

You can sometimes avoid the problems (on levels 3 and 4) by walking down the OUTSIDE of the dustcart to reach the back.

4 Don't enter pubs and cafes unless you have to. These appear from level 5 onwards. If you enter one you may collect a large time bonus, but there's a 50-50 chance that you get no tip and emerge 'drunk' or 'bloated'. This often prevents you finishing in time.

So the correct strategy is to make the pub or cafe one of the last places you collect a bin from. If you're running very short of time, you may then have to gamble by entering them.

Learn to avoid the dogs. This may not seem important early on, but in level 6 dogs will sometimes attack even if you haven't walked on the grass. If you get bitten, you won't get a tip.

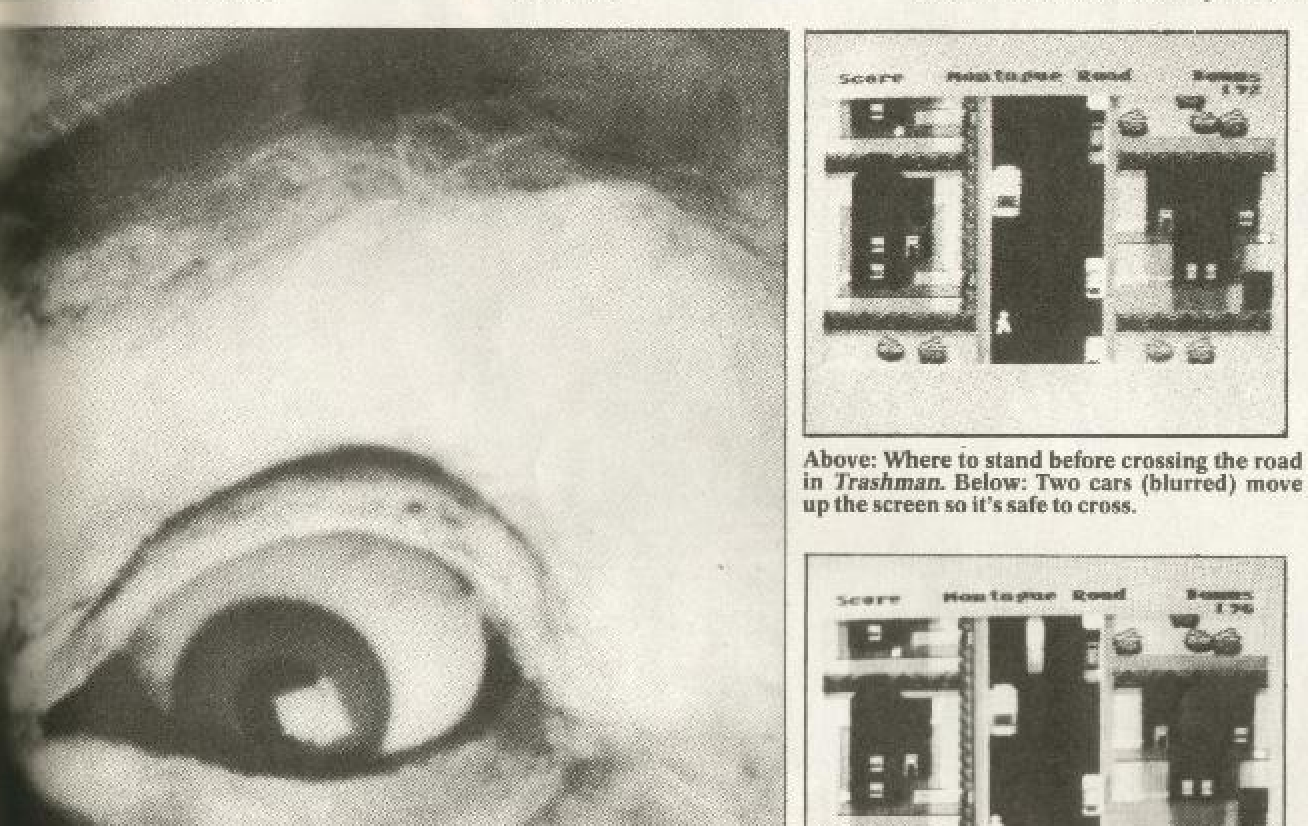
Using this advice you should soon be able to reach level 6 and score 10,000 points. If you can score much higher than this write to Challenge Chamber.

TRASHMAN: THE GAME

YOU'RE A DUSTMAN collecting rubbish bins from a series of houses in a limited time. As your rubbish lorry moves automatically up the street, you have to move to each house in turn, collect the dustbin, take it to the lorry, empty it, and return it. If you can do this without accidentally stepping off the path onto the grass, you will be offered a 'tip' which will increase your time remaining. Hazards include vicious dogs, reckless cyclists, and worst of all, the cars which threaten to kill you each time you cross the road. On the first level you must empty the bins of five houses. Each further level adds an extra house and various other difficulties.

Revenge made simple

Congratulations to Jeff Minter (again!) for his excellent game which I have beaten after hours of overheating my '64. My tips for clearing this game would be to learn individual strategies for each screen and not to worry about scoring highly until you are sure you can reach the next zone every go.



Above: Where to stand before crossing the road in *Trashman*. Below: Two cars (blurred) move up the screen so it's safe to cross.

However, there is a BUG (shhh!) on the 8th, 14th, 29th and 41st screens (coincidentally the hardest). It is possible to clear these zones by pressing the Pause key when in danger. The enemies will float harmlessly through you to the edge of the screen. Then release the Pause until again in danger. This, admittedly, is slow, but if you're on your last life on 'Beastly Bonanza' (screen 41) it is worth the trouble.

What an amazing coincidence it is that on screen 36, 'Iratian Onslaught', if you view the aliens upside down, they look like Atari logos – and what do you get if you spell 'Irata' backwards?

Carl Lyons, Huddersfield

Getting started on the 64

I own a Commodore 64 and have found a way of starting a game (of top quality) even when the game has started and has a loading error. The secret is to list the listings and find the line which has 'SYS' and five numbers after it. Then type this in and press RETURN. The game should run.

If the listings do not list then load the first few lines again and find the code.

Spencer Coles, Tonyrefail, S Wales

The key to Atic Atac

The GOLD CROSS is found on the ground floor, and wards off Dracula.

The SPANNER is found in the caverns and kills Frankenstein.

The RED LEAF is found on the ground floor. Use it to get the red key off the mummy. Place it in the room and the mummy will move away from the key in search of the leaf.

Other objects which are scattered around the castle can all be used to move the hunchback away from the blue door by placing one of them in the room.

The GREEN KEY is always found in the first couple of rooms on the ground floor near the start, OR on the first floor.

The BLUE KEY is always found in the caverns, usually near a pile of barrels.

The YELLOW key is always found by falling down a trap door which is on the ground floor in one of the smaller corridor rooms.

The RED KEY is always found where the mummy is, which is usually either on the ground or first floor.

TRAP DOORS – Use these for getting from one floor to another, which saves time if you remember where they go to. Also useful when running out of food, because if you fall down a trap door, there is usually food there.

FOOD – Only eat it when you need it. Any food situated on or near an animal skin, leave if possible, as when you jump down a trap door you always land on a skin.

ATTIC – This area of the castle is probably the most important as one piece of the golden ACG key is always in there. To enter the attic, the yellow key is needed, as the only entrance is by a yellow door at the foot of a staircase. Once in the attic be careful not to fall down a trap door which has a clock in the same room unless you still have the yellow key, or you can be trapped.

The CAVERNS – Don't bother to take in the yellow key, as there are no yellow doors in there. Getting in is easy, but once inside, there are only two ways out, one of which requires the blue key.

J. Southern, Leek, Staffs.

Lords of Midnight solved

It took me five days to complete *Lords of Midnight*. The easiest way of winning is to guide Morkin to the tower of Doom to seize the ice crown. However, to give yourself a harder task try to seize Ushgarak. On the way there avoid battles, as you need about 10,000 troops to do it. Make sure all troops are invigorated.

Forflame the Dragonlord can be found at a ruin behind a tower in Dodrak. Forflame has the longest day. The only way I found of seizing Ushgarak was to line up all my armies in front of it and attack in turn. The tower of Longrim is hidden behind the lay wastes. Finally, I think some of the Wise may sometimes lie.

Ben 'Soulboy' Vernon, London

Six tips for Sheep in Space

1) When your shields are low, land on some grass and your shields will quickly rise again (up to a maximum of 6).
2) If you have enough shields left it can often work in your favour to deliberately crash into an enemy craft.
3) Don't shoot the stationary camels placed along the landscape or you'll lose points (camel karma anti-bonus).
4) If you're having difficulty shooting an enemy craft, move into the centre of the screen and pass the enemy craft. Then drop down and change direction, so that the craft are coming toward you.
5) If you notice that the charges have built up to 4 at both charge busters, and you still have lots of ships to destroy, find some grass to land on. This replenishes your energy, ready to fight in free space.
6) If you find yourself in free space, don't panic! First of all keep firing. When all the enemy craft have passed one way, take note of their positions on the screen. You must then turn your ship around and position it where an enemy craft came through before. If you keep doing this, you should destroy some or all of the craft.

Darren Hawthorn, Tadley, Hants.

Through the Forbidden Forest

SPIDERS. Load bow immediately (as with all screens in levels 1 & 2). Run from the first spider to give yourself room to lower your sights as far as they will go. Then move towards subsequent spiders as they appear. They will turn and run from you, and you chase until you're close enough to shoot. Warning! If you stop running, the spider will stop also and turn on you.

BEES. No special technique, just wait. Raise the sights a little. Wait for the bees to come alongside you and shoot them.

FROGS. Keep an eye on the top of the screen before and during reloading. Shoot frogs from side-on.

DRAGON. Set sights to height of Dragon when he's flying horizontally across the screen. If he's coming from the side, run on ahead of him drawing his fire until you see a break in it. Then stop running, let the Dragon come above you, turn sharply aiming slightly ahead of you and fire.

GHOST. Load straight away – sometimes the ghost will appear right in front of you. Otherwise chase the skeletons as you would the spiders (they're worth 1,000 points each) until you can get an easy shot at the ghost.

SNAKE. Load straight away, as sometimes you can fire immediately, without aiming, and hit. Reload with care, watching out for the venom.

DEMOGORGON. Not as hard as it's made out to be! Set your sights to near the top of the screen (one or two character blocks away). Run from side to side, and if you look carefully and closely enough you will see the demogorgon passing in front of or behind the more distant trees. Watch out for his legs, just above the grassy ridges, whilst he's still small, and as he gets larger, a straight edge covering up part of a tree. When you've caught sight of him, turn to the correct angle and fire. Note: sights are the same for screens 4, 5 and 6.

I have been through all four levels and levels one and two again for 390,000.

David Wightman, Halesowen, Birmingham

Mice advice

Here are my tips for playing *Caesar the Cat* on the BBC:

Leave Caesar in different places, and memorise the movements of the mice.

Don't attack a mouse that is about to move on – keep your distance, if you wait he'll come back again.

If three mice gather above the cutlery, chase along a side to the top. They will all run and at least one should appear at either bottom right or bottom left corner.

Wait on the second from the bottom shelf – a mouse will soon appear near you.

Try to get as many points as quickly as possible on the white mice.

Don't take any risks – go around the edges if possible.

Chris Byrne, Gloucester

Mastering Mushroom Mania

I've scored 161,069 on *Mushroom Mania* for the Oric. Here are my tips:

SPIDER: Make sure there is enough room to get under him. If he is too low, move up the screen and he should follow you. Then manoeuvre your blaster under him. But remember that after shooting him, you won't be able to move up for a couple of seconds because of the score, so don't try to shoot him when you're at the bottom of the screen and something else is coming from the side. Instead, wait until he moves down to you, then arc over him. You should do this all the time when the spider and Pac-Man go across the screen together – never try to shoot the spider if Pac-Man is close!

PAC-MAN: As long as you are not on the same line, or are behind him, he will not touch you. Listen for him coming.

CENTIPEDE: Try to keep it in one piece – don't have lots of segments all over the screen, just shoot at the ends.

Chris Swift, Bradford

Protection racket

While playing Melbourne House's latest game *Mugsy*, I noticed an amazing bug. When it asks you how much you would pay to stop the mob putting a contract on you, if you type in –10,000,000,000 you gain an amazing 7 thousand million dollars. It certainly helps my game!!

A Wilkinson, Paisley



WIN THIS MODEL!

Yes, we're planning to give away this superb model to the person who proves to us by the end of the year that they're the MEANEST micro games player in the land.

All you have to do is to send us tips on how to get high scores on your favourite games, plus an entry to the Challenge Chamber. The person who provides the smartest tips and backs them up in the Chamber will walk away with this (er ...) handsome prize.

Jet Set Willy Pokes

I have a few *Jet Set Willy* pokes to add to those recently printed in your magazine. They should be entered after loading the first part of the program using MERGE"", and then putting them on lines 31-39. The rest of the program can then be loaded by typing RUN.

1) POKE 37873,0. This means that as soon as you go into a room you get all the objects in it.

2) POKE 37853,52. This flashes the objects up randomly so the game is easy to solve.

3) (for sadists) POKE 37867,0. This means objects don't disappear when you collect them!

4) POKE 37857,0. The screen fills with objects.

5) POKE 37868,0. This means you can't get any of the objects. You just walk through them.

I have not enclosed my address because I am not sure whether it is legal to 'attack' programs in this way. Is it?

Michael Smith

Yes, it's quite all right – just so long as you don't make a few adjustments to it and then try to sell it to someone as your own game! (But who'd want to buy a game where you can't collect the objects?!)

Get to grips with Gridrunner

I've scored 171,300 on Mr Minter's awesome game for the Vic. My strategy is simple:

Climb vertically and destroy the initial droid segments. As the y-zapper approaches on its second pass, move to the left extremity of the screen and blow away the remaining droids.

Utilising this method has the advantage that attack can come from only two places – from the right and the row above. If the droids are on consecutive rows and low down the grid, or the x-zapper is low and parallel to the droids, cease firing and avoid the droids, destroying them as they reappear.

Avoiding droids on low levels is relatively simple and requires only a little skip to the required level – joystick accuracy is essential.

Paul Robertshaw, Doncaster

Bonio advice

I have my own way of playing *Sheep in Space*. The best tip is to learn the amount of gravity which affects the curve of the bonios. This is crucial when trying to kill a charge carrier.

Another tip is to start off the screen by blasting all of the hostile ships in free space. After these, destroy the charge carriers.

Tim Appleyard, Stockport, Cheshire

Encounter with Encounter

When attacked by the missiles (the diamond-shaped ones which make a horrible whining sound) pull back on the joystick and try to get the missile directly in front of you using the radar. Then keep on firing, keeping your eyes on the screen-window, not the radar, until you kill it.

There is only one snag: if suddenly whilst going backwards you hit a pillar, go forwards a little then pull backwards at an angle which enables you to go round the pillar. The effect of pulling back on the joystick is that it seems to make the missile move slower giving you more time to blow it to smithereens.

Can anyone help with the *Boogaboo* for the '64? I just can't get out of the cave.

Simon Holbrook, Isle of Wight

More on Jet Set Willy

In the Orangery you can get a magnetic head. Position yourself on the steps under the ledge. Press jump about five times. This will give you a magnetic head.

Also, try POKE 36353,44 (after loading the first part of the program using MERGE""). What it does is allow you to get sucked up a left-hand wall if you jump from underneath! You can jump twice as high as usual. Useful for the Nightmare room!

Mark Woodcock, Batley, W Yorkshire

How to Zzoom above 600,000 points

I would like to give a few hints on playing *Zzoom* (48K Spectrum). My personal high scores are 609,160 followed by 496,850 – the former taking about 75 to 80 minutes, saving 368 hostages and completing 30 attacks.

When an AIRCRAFT attack is taking place there is a position on the screen where nearly all the planes fly through. The height to position the centre of the sight-cross is where the large planes fly. An alternative way of finding it is by looking at the radar screen. The bottom of the viewing window will be approximately one line above the horizon.

To find the horizontal position of the sight place the indicator of the dibar to a position directly under the 'I' of the word DIBAR. In this position all RPV's will run into the line of fire, as will most planes, the only exception being EXORTRON firers at the bottom right of the screen (when they dive). This can be spotted before they get to their firing position because they approach at a level below the RPV's.

For the TANKS use both missiles and machine guns and place the cross as low as possible to avoid hitting the hostages. Using just the machine gun will work just as well – sparing more hostages – but large bonuses will be earned for the tanks you hit.

TANKS AND AIRCRAFT. For this stage, position the cross about five characters above the horizon and use both missiles and guns. Keep a check on the radar to spot the turning of RPV's and the position from which the exortrons are fired.

SUBS AND PLANES. For these, the cross is ideally placed as low as possible, but keep a check on the type of aircraft launched – if 'RPV' does not flash up then more often than not, it is an exortron, and the subs can temporarily be ignored while you destroy the exortron. Note that here the aircraft come at different vertical lines, so using the technique shown earlier will not work.

SUBS. When just plain subs come at you, only every second sub that stays on the surface long enough will fire an exortron.

These methods should enable you to get past attacks 8, 16, 24, etc where free men are given – on the high attack levels this can mean a difference of about 100,000 points! I personally found it easier using a keyboard rather than a joystick and a black & white rather than a colour TV.

David Thorne, Hatfield, Herts

Sabrewulf savvy

I have done it, the impossible, with the help of your map I am the first human being to complete *Sabrewulf*.

The great, incredible achievement was done on this very day (July 22) at 8.05pm. My navigator was my brother Tony, my 'pause-button' operator was my wife Sue and my amulet seeker was my sister-in-law Christine Gerrard.

I had lots of luck in capturing a number of extra lives which proved to be very valuable.

After finding three pieces of the amulet I started to make my way towards the cave. After passing it still with only three pieces, I found the fourth which was very close to the cave.

My proof of completing the game is the message which appears on the screen after you pass the keeper. The message tells you the next part of the four-part series which I can now reveal is UNDERWURLDE.

My advice for other *Sabre Wulf* fanatics is:

1. You need at least three people – one to operate joystick, one to look at map, one to use pause button.
2. You need a joystick.
3. You certainly need PCG's map.
4. The joystick operator must have lots of experience.

Andy Butcher, Thornton Heath, Surrey

Sorry Andy – you're not the first to complete the game (see Hotline). Sabre Wulf *players will be interested to know that the pieces of the amulet aren't randomly distributed but are always found according to sequences of locations.*

Finding the first piece in one location should tell you where the other three are.



BBC 'B'
SUICIDE REBEL DROIDS.
FROM
BEAST
INTERNATIONAL SOFTWARE
ONLY £4.95
INCLUDING POSTAGE & PACKING
YOUR MISSION IS TO DESTROY THE EVIL REBEL DROIDS. YOU ARE EQUIPPED WITH LASER & FORCE FIELD. YOU START YOUR MISSION IN A DUST CLOUD.......
100% Machine Code, 3D Modeling, Keyboard or Joystick control.
To: BEAST INTERNATIONAL SOFTWARE
Mustians, Eton, Windsor, Berkshire.
Please rush me ____________ cassette/s of Suicide Rebel Droids.
I enclose a cheque / P.O. (delete as applicable)
for £ ________ (post free)
Name ____________
Address ____________



PCG HOTLINE

The hotline is open 24 hours a day

Call Commander Chance on 01-636 5911

Hi there, folks, this is the Commander speaking. There have been literally hundreds of calls this month to the Hotline, which lived up to its name by melting down on at least one occasion.

Here's a quick selection from the Digitiser print-out. Keep those calls coming in everybody, and don't forget to speak clearly and leave your name, address, and telephone number.

Conversion query

Can you tell me when Ultimate are bringing out their games for the Commodore 64 and if they're bringing out *Sabre Wulf* for it. If they do, how much will they cost?

Ian Dulach, Johnstown, Scotland

Sorry, Ian, but a spokeswoman for Ultimate said that they have no plans at present to convert their games for the Commodore 64. Still, we live in hope...

Moving question

I am having trouble with how to make my characters move around the screen. Could you tell me how to do it.

Anon

Try keeping the characters still and moving the screen instead.

Ultimate rubbish?

I'm complaining about Ultimate's *Sabre Wulf.* Frankly £9.95 is a lot for the Spectrum and it's a load of rubbish. It's just another version of *Atic Atac,* that's why it's so awful.

Jason Scotcher, Chingford.

Check out this month's Top 50 Charts, Jason. I think you'll find that most people wouldn't agree with you about Sabre Wulf.

Hard sell

I'm phoning you about the way I get treated when I go into Sumlock, home of Livewire software. When I go in to try and purchase some software, I get insulted and thrown out. When I try to go in again, I get brutally attacked. I am getting sick of this as it is the only computer shop in my area that stocks software. Could you give me some advice?

Mark Bottomley, Manchester

They're a fierce lot at Sumlock, Mark. Especially when they think you're just going in to play the games and not buy any. Come on now lad – just how many games HAVE you bought there? The Commander awaits your reply, Earthling.

Matrix magic

I'd like to say to all Vic owners, on the game *Matrix* by Llamasoft, if you press the CTRL key, the RUN/STOP key, the Commodore key, and the SHIFT key during play you will automatically go to the next level.

Richard Simpson, Swindon

Ant Attack antics

A funny thing happened to me playing *Ant Attack* the other day. After picking up the third person to take home, loads of people came out and I ended up with seven different people following me about. It was great because I could jump on their backs and if they jumped on each other's backs then I could climb up really high and jump off. Then I got a 'nasty fall' warning. Has anyone else found this out?

Gary Patterson, Leicestershire

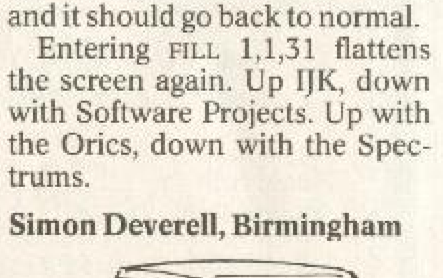
Running circles round your Oric

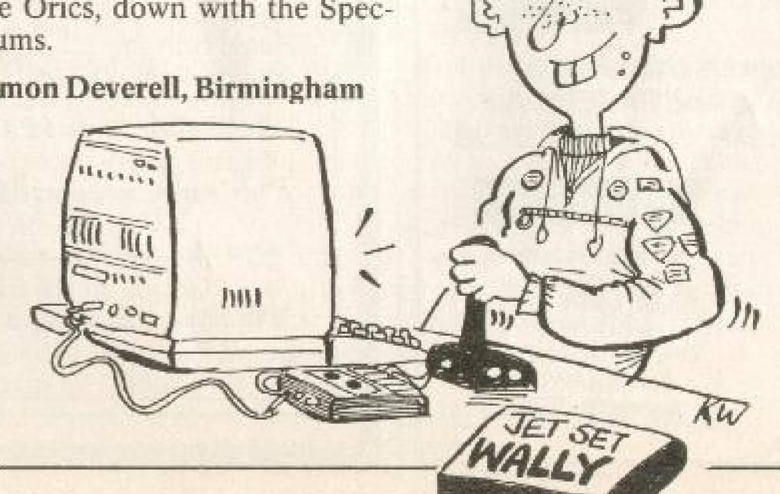
After hours of toil and error I've actually found a cure for the Oric oval. What you do is draw a circle and then put in the command FILL 1,1,29. The whole screen should stretch upwards and make the oval into a circle.

However, if your screen goes all spaghetti-like then adjust the vertical hold on the TV set and it should go back to normal.

Entering FILL 1,1,31 flattens the screen again. Up IJK, down with Software Projects. Up with the Orics, down with the Spectrums.

Simon Deverell, Birmingham





Speedy bug

I've found a bug in Atari's *Pole Position.* When you start the race you have a time to do it in and lap time increases or decreases depending on how well you're doing. But if your time goes over 100 seconds – say 103 – the game will only read it as 3 seconds, so this stops you from getting high scores. My best is 11,250.

Chris Briggs, Evesham

Trashman tactics

Could you give me some information on how to solve *Trashman,* and how to make him go faster and get more?

Barney Thrower

Sure can, Barney. Just turn to the new Tricks 'n Tactics section in this issue.

Up against the wall

Hi, I've just recently purchased a game called *Manic Miner* and enjoy it very much. Unfortunately, I have a problem. On the eighth level – Miner Willie meets the Kombies – there is a wall down the middle and I cannot get off the ground because of it. Is this a fault or can you help me?

Michelle Peters, Sevenoaks, Kent

Code breaking

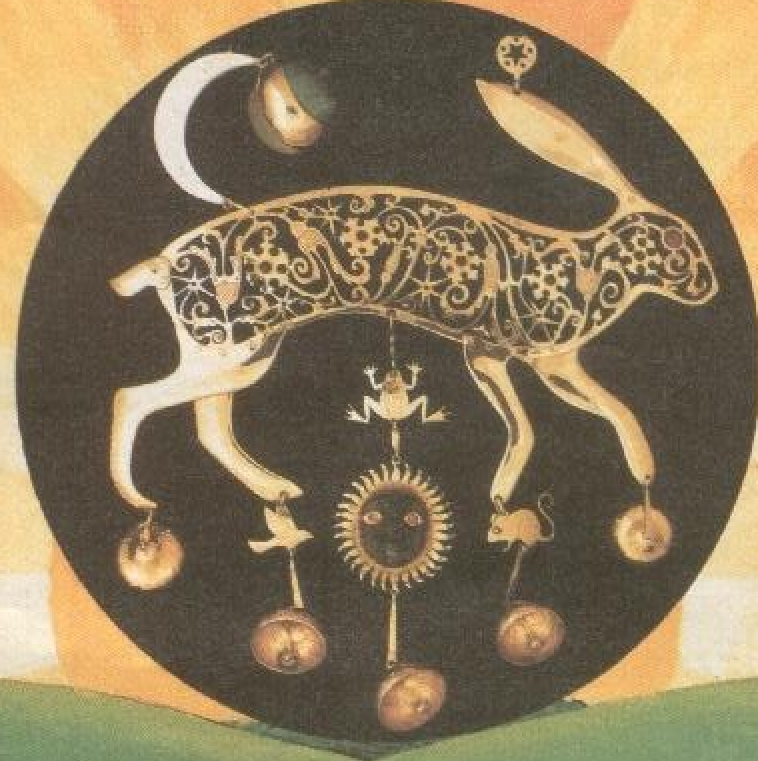
I'd like to talk about *Wheelie.* I have the codes to get on to the various sheets:

For the 2nd sheet – WITTY
For the 3rd sheet – SHARK
For the 4th sheet – BEBOP
For the 5th sheet – XENON
For the 6th sheet – ZX83B
For the 7th sheet – 2MQL3
For the 8th sheet – HRME2

Anon

WIN! THIS FABULOUS GOLDEN TREASURE, THE FAMOUS GOLDEN JEWELLED HARE OF 'MASQUERADE' *OR* £30,000

WITH
HARERAISER
FROM
HARESOFT



HARERAISER, is an intriguing puzzle of animated graphics and text produced in 2 parts, purchasers of which will have the necessary information and be eligible for entry into a competition to discover the location of the Hare. To avoid desecration of the countryside, the treasure has not been buried, the winner merely having to pinpoint its location, to claim this superb prize. Part 1, Hareraiser (Prelude) is on sale NOW. Part 2, Hareraiser (Finale) from mid September. (Both parts can be ordered on one application). This is a UNIQUE opportunity, you or your family could solve this adventure puzzle and win this beautiful treasure. Be sure of your participation. Order NOW and avoid disappointment. Finders keepers!

HARESOFT LTD. P.O. Box 365, London NW1 7JD. Tel: 01-388 3910

I enclose my cheque/P.O. (No. ____________) made payable to Haresoft Ltd. for £ ____

or please debit my Access Card No. ____

Name ____________ Signature ____________

Address ____________

Post Code ________ Tel: ________ Date ________

ELECTRON	BBC B	ORIC/ATMOS 48	DRAGON 32
SPECTRUM 48	CBM 64	VIC 20 EX	AMSTRAD

COMPUTER	PRELUDE/FINALE	QTY.	PRICE	TOTAL
			8.95	
			8.95	
			8.95	

48 hour despatch.

Price incl. p & p U.K. only

LARRY SMART 1984.

Triple GOLD

A TRIO OF AMERICAN HITS



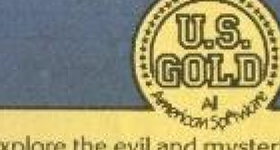
U.S. GOLD All American Software

Put yourself in the Pilot's seat of an advanced AGX hypersonic fighter! You'll fly in low over awe inspiring scenery whose beauty might just be your end. Guarding the approach to the fortress is an endless array of computer controlled flak batteries. You fire, evade, fire again . . . Can you take it? Will you survive the FLAK?

ATARI 64 DISK **£14.95**

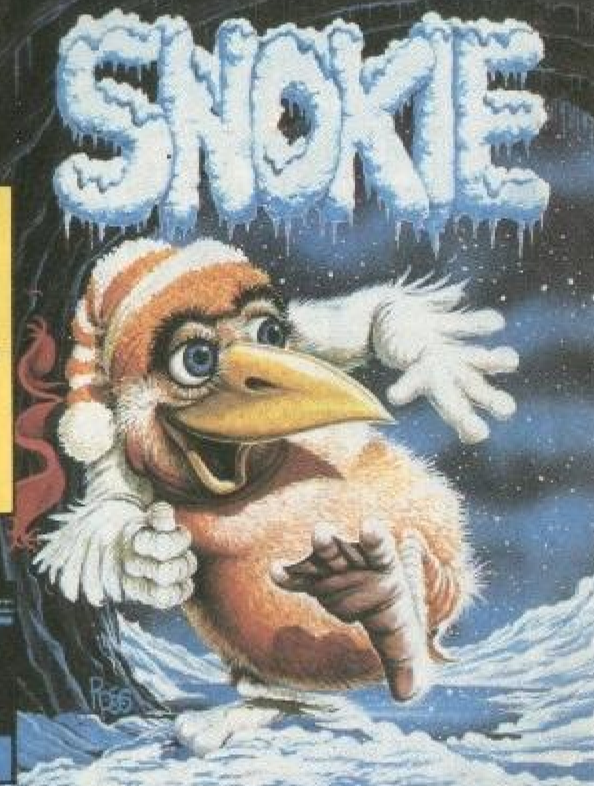


Mystic Mansion



Explore the evil and mysterious mansion's 60 rooms, and race against time to collect the 40 treasures it hides. You'll need quick thinking and an analytical mind in this unique game that blends all the excitement of arcade and adventure games in one challenge.

64 CASSETTE **£8.95** DISK **£12.95**

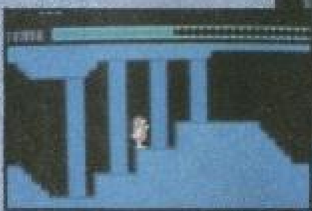


U.S. GOLD All American Software

When you help Snokie rescue his girlfriend Cara the action really starts! Cara, held captive by the Grodies, needs to be rescued now! It won't be easy. Snokie will face all the natural perils of the arctic, including snow boulders, glacier crevasses, moving ice blocks and falling icicles. Also there are ice lasers and cold rays installed by the Grodies. Take the challenge!

ATARI 64 CASSETTE **£9.95** DISK **£12.95**





THE ULTIMATE IN AMERICAN SOFTWARE FOR YOU ON U.S. GOLD

U.S. Gold is stocked by all leading computer stores including:

BOOTS WHSMITH JOHN MENZIES WILDINGS

DEALERS! For information on how to become a U.S. Gold Stockist write to: CentreSoft Ltd., Unit 24, Tipton Trading Estate, Bloomfield Road, Tipton, West Midlands DY4 9AH Telephone: 021-520 7591. Telex: 337268. Overseas enquiries welcome.

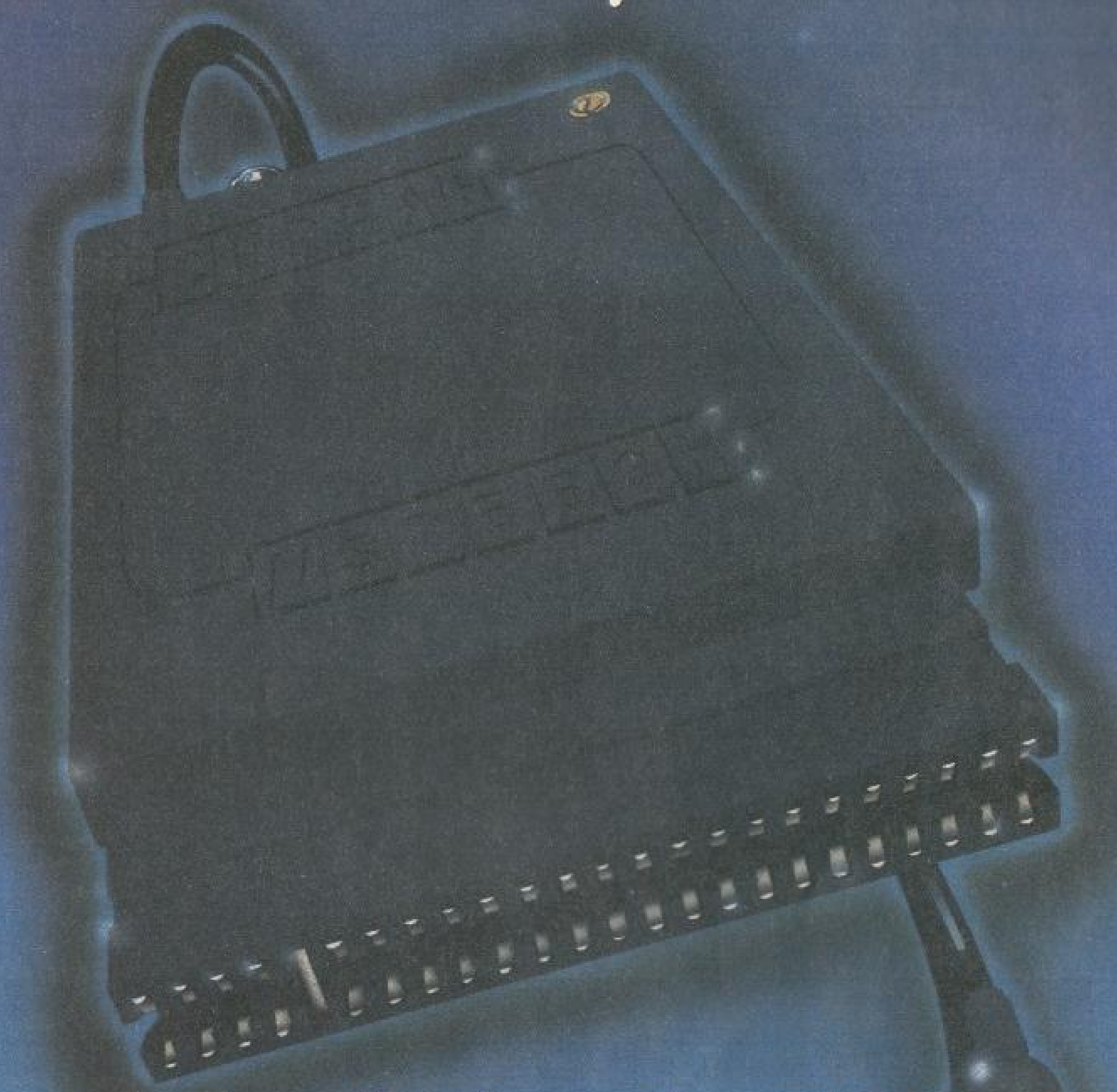
U.S. GOLD

All American Software



REPRINT SERVICE
If you are interested in a particular article or advertisement in this publication you might like to take advantage of our special Reprint Service. Let our high quality reprints provide an attractive and impressive addition to your portfolio of promotional material
For further details and a quotation, give us a call today
Ring
ROBERT BUGGS
on
01-636 6890
Ext. 259
PERSONAL COMPUTER NEWS
REPRINTED FROM
Personal Computer World
BRITAIN'S LARGEST SELLING MICRO MAGAZINE
DEC's dazzling RAINBOW
CROCK OF GOLD?
We preview Digital's Rainbow
BENCHTEST
THE TORCH
It's for YOU?!
TI MOUNTS THE IBM BANDWAGON
New office micro from Texas

CURRAH μSPEECH



Speech Synthesiser for ZX Spectrum

The **CURRAH μSPEECH** is ready to talk immediately on power-up, has an infinite vocabulary and outputs speech and ZX Spectrum sound through your TV speaker. There is no software to load with **μSPEECH** — sophisticated Gate Array technology means you can just plug in and start constructing words and sentences like this:
LET S$ = "sp(ee)k (nn)(oo) (ee)vl" will say "speak no evil"! Further commands control the "voicing" of keys as they are pressed, and an intonation facility allows you to add expression to the speech.

μSPEECH is fully compatible with ZX Interface 1 and may be used with the **CURRAH μSLOT** Expandable Motherboard, allowing easy expansion of your ZX system. **μSPEECH** and **μSLOT** will also be compatible with the **CURRAH μSOURCE** unit when it arrives later this year, allowing you to write **Assembler** and **FORTH** statements directly into your **BASIC** programs!

Top selling games like ULTIMATE'S Lunar Jetman feature **μSPEECH** voice output — watch out for other titles from Bug-Byte, CDS, Ocean, Quicksilva and PSS.

μSPEECH is available from COMET, W.H. SMITH, WOOLWORTHS, GREENS, BOOTS, JOHN MENZIES, SPECTRUM STORES and good dealers nationwide — or use the form to order the **CURRAH μSPEECH** — winner of the CTA 'Product of the Year' award 1984.

CURRAH

To: MicroSpeech Offer, P.O. Box 1, Gateshead, Tyne & Wear, NE8 1AJ

Please Supply .... **MicroSpeech** unit(s) at **£29.95** each incl. VAT & P & P

.... **MicroSlot** unit(s) at **£14.95** each incl. VAT & P & P

Name (please print) ....

Address (please print) ....

.... Postcode ....

PCG1

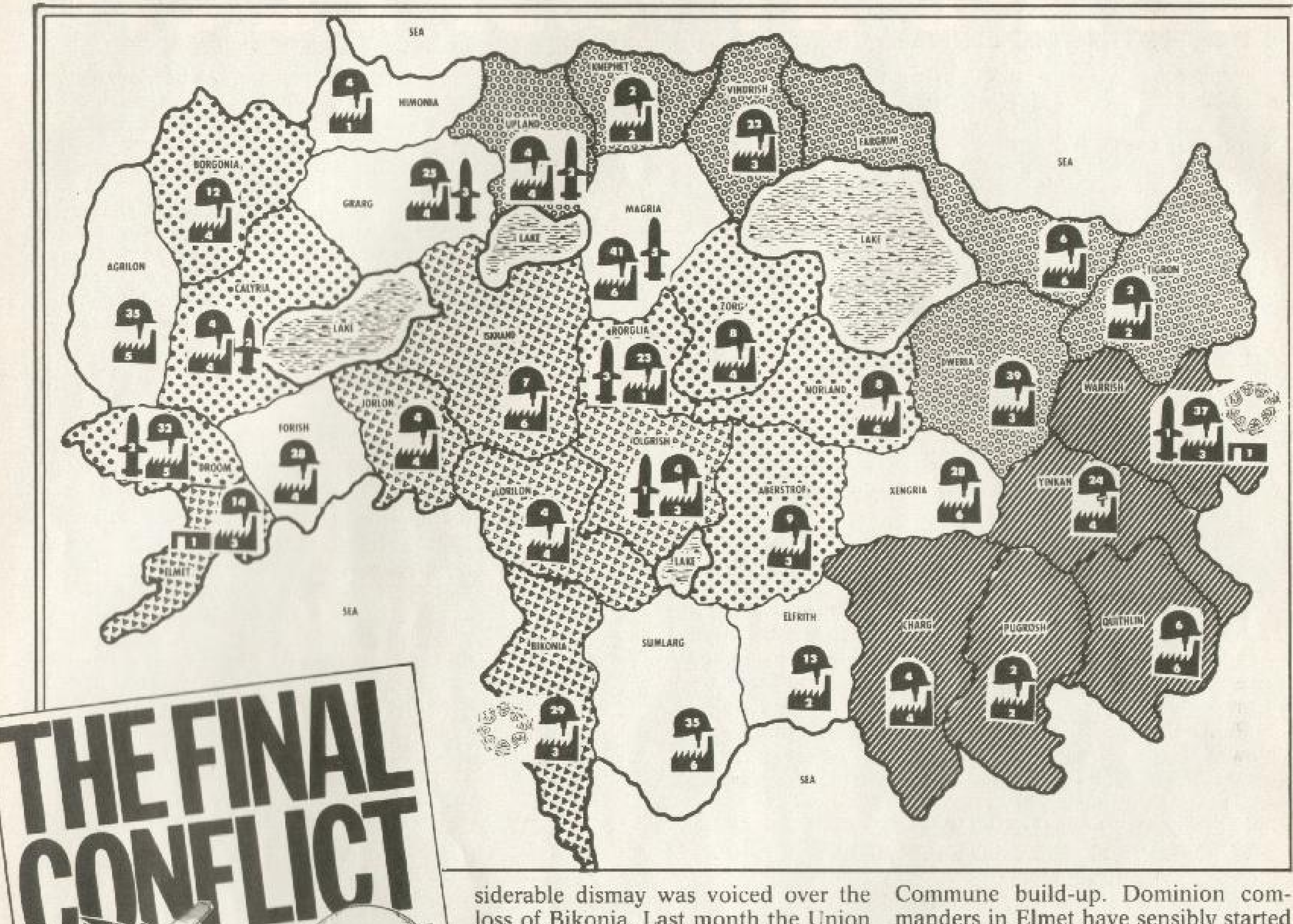
I enclose a cheque/PO payable to 'MicroSpeech Offer' value £ ....

or debit my Access/BarclayCard No. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Cardholder Signature ....

Credit Card Hotline 091 - 482 4683 Please allow 28 days for delivery. Offer valid UK only

See us at the PCW Show Stand 329



THE FINAL CONFLICT

WARRISH DEVASTATED

Dominion troops were wiped out to a man in the defence of Warrish against an overwhelming Union attack early this morning (writes our Helix correspondent).

During one of the worst dust-storms seen in the country since the beginning of the currrent Sun-cycle, a massive Union invasion force of over 50 armies swept over the southern borders and annihilated all opposition.

Warrish commanders, who had just begun a missile strike against neighbouring Dweria, were caught completely by surprise. The Union now controls a well-defended block in south-eastern Helix and Union commanders were in an expansive mood at a press-conference given this morning.

Behind the scenes, however, considerable dismay was voiced over the loss of Bikonia. Last month the Union had to withdraw from Lorilon, and their defeat in Bikonia signals the end of their hopes in Central Helix for the near future at least.

Secrecy

Meanwhile the Federation is maintaining a tactful silence following their abortive attack on Himonia in the Northern Provinces. However a shroud of secrecy surrounds Federation policies in Vindrish, recently reinforced by Knephet. Will the Federation strike south into Zorg. Or is this a centralisation of resources? Time and your votes will decide.

The Commune continued to struggle with the problems posed by their divided position. In the Central Commune territories Aberstrof, Norland, and Zorg continued to build up defence forces. Rorglia mounted an abortive attack against Iskrand, but succeeded in destroying 15 Dominion armies in the process.

Commune commanders weren't laughing, however. They lost 10 armies in the attack and as a result of a neighbouring missile attack. Mass resignations from the Rorglia war-cabinet are confidently expected.

Confidence

Meanwhile in Droom there was widespread confidence following a massive Commune build-up. Dominion commanders in Elmet have sensibly started building shelters.

The outcome of next month's votes should prove very exciting. There are still rich prizes to be had in the neutral territories, and already the superpowers are showing careful planning in their struggle to control the planet.

Honour, power, and prestige can all be yours. Get voting straight away, and if you haven't already joined then enlist today. It's never too late, and the fate of a world is on your hands.

This month's moves

The following orders were carried out by each country, as decided by your votes.

DOMINION

Elmet BS, Iskrand BA, Jorlon RI, Lorilon AB, Olgrish LR, Warrish LD.

FEDERATION

Knephet RV, Tigron RD, Upland AH, Vindrish BA, Dweria BA, Fargrim RD

COMMUNE

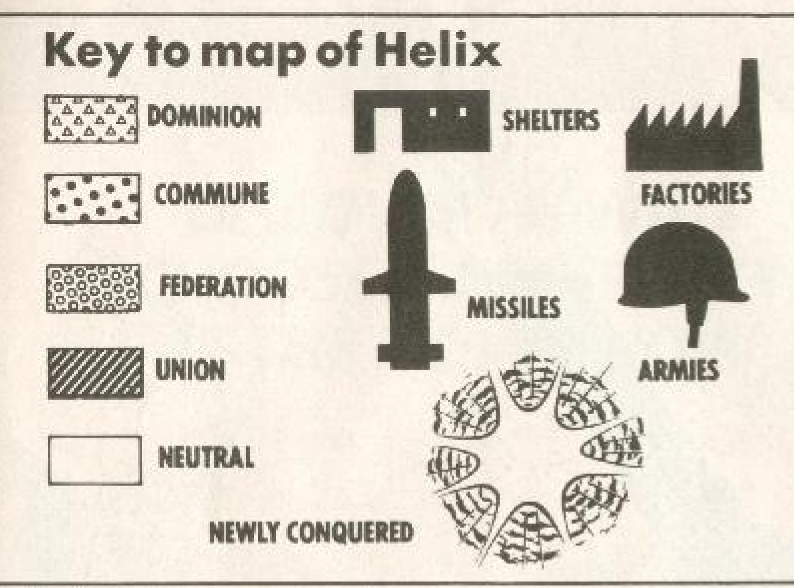
Borgonia BA, Calyria RD, Droom BA, Norland BA, Rorglia AI, Zorg BA, Aberstrof BA

UNION

Pugrosh RY, Quithlin RY, Yinkan AW, Bikonia BA, Charg RY

st round of our nationwide war-game

Key to map of Helix



☆ How the game works

On the far-off planet of Helix, four superpowers are at war:

The Union of Golathic States
The Rorkian Federation
The Commune of Margrand
The Lorkonist Dominion

Each of the four powers controls a certain number of the planet Helix's 32 countries. Their aim is to capture more territory, and any power which manages to gain control over more than half of the planet (i.e. 17 countries) wins the game.

PCG readers playing the game are allocated to a superpower. They must then decide how each of the countries controlled by their power should move and vote accordingly. The possible moves are:

BUILD ARMIES **BUILD SHELTERS**
BUILD MISSILES **BUILD FACTORIES**
SUPPLY (another country)
REINFORCE (a neighbouring country)
LAUNCH (missiles)
ATTACK (using armies)

After the votes have been counted by the computer the moves which received the most votes are acted on. Once all four powers' moves for each country have been worked out, the computer uses the game's detailed rules to calculate the result.

Most exciting of all, however, is the election of the war-lords. Each month the computer will nominate those players from each superpower who suggested the most effective policies. War-Lords will have their names printed in the magazine and, most importantly, will have their voting strengths increased for future games.

FEDERATION HEAVYWEIGHT

A powerful hero has emerged from the ranks of the Federation. Paul Johnson of South Shields, Tyne and Wear, has headed the war-lords list for the second time. He now wields an awesome 191 votes (allowing for the loss of 5 votes a turn which happens to all war-lords to prevent them resting on their laurels). Helix's second most powerful war-lord is the Union's B. Musgratt with 176 votes, followed by the Commune's Andrew Clarke with 151. David Phillips of the Dominion is the only war-lord to have scored each month – he has 141 votes along with the Federation's Iain Smith. Congratulations, gentlemen.

● Final Conflict – How to vote

Enter one vote for each country that your super-power controls. Different superpowers control different numbers of countries so some of you will not need to fill in all the lines in the form.

First of all write down the list of countries (IN ALPHABETICAL ORDER) that your power controls, entering them in the lines provided.

Next, enter your votes for each country. Each vote is made up of just TWO letters. For the Attack, Launch missiles, Reinforce, and Supply orders you use the letters A,L,R, or S followed by the first letter of the country to be attacked, supplied etc. So to vote Attack Dweria you would write AD. The other possible votes are Build Armies (BA), Build Missiles (BM), Build Factories (BF), and Build Shelters (BS).

Final Conflict Voting Form

Name ....

Address ....

....

Membership code ....

Country	Vote
1.	
2.	
3.	
4.	
5.	
6.	
7.	
8.	

Post this form to Conflict Voting, Personal Computer Games, 62 Oxford Street, London W1A 2HG. All votes must arrive by first post on **28th August** to allow us time to process them. We are forced to hurry you due to an earlier publication date next month.

● FINAL CONFLICT ENTRY FORM

Complete this form and send it to us. You MUST enclose a stamped, self-addressed envelope. We will then send you a rule booklet and your exclusive membership code.

Name ....

Address ....

....

WAR-LORDS

These heroic people submitted the best votes. Their voting strength will go up by the number of votes in brackets.

DOMINION Andrew Blackamore, Boston (100); Julian House, Chippenham (90); Stephen Roberts, Market Drayton (80); A. J. Lees, Leeds (70); Alan Walker, Birmingham (60); S. Ogbourne, Cardiff (60); Kris Morris, Saltash (60); David Phillips, Manchester (60); D. Dickinson, Cumbria (60); Andrew Bridge, St Helens (60); James Ferguson, Glasgow (60); Simon Cash, Derby (60); Timothy Healey, Milton Keynes (60); Brendon Ben-Dyke, Lamps End (60).

FEDERATION Paul Johnson, South Shields (100); Brian Hughes, Gwynedd (90); David Rooke, Wolverhampton (80); Iain Smith, Forfar (70); Simon Wilson, Newmarket (70); Kevin O'Neill, London (70); Matt Robinson, Croydon (70); W. R. Clements, Sonning (30); Joe Darcy, Hereford (20); Alistair Smith, Alford (20); Simon Alcock, Norwich (20).

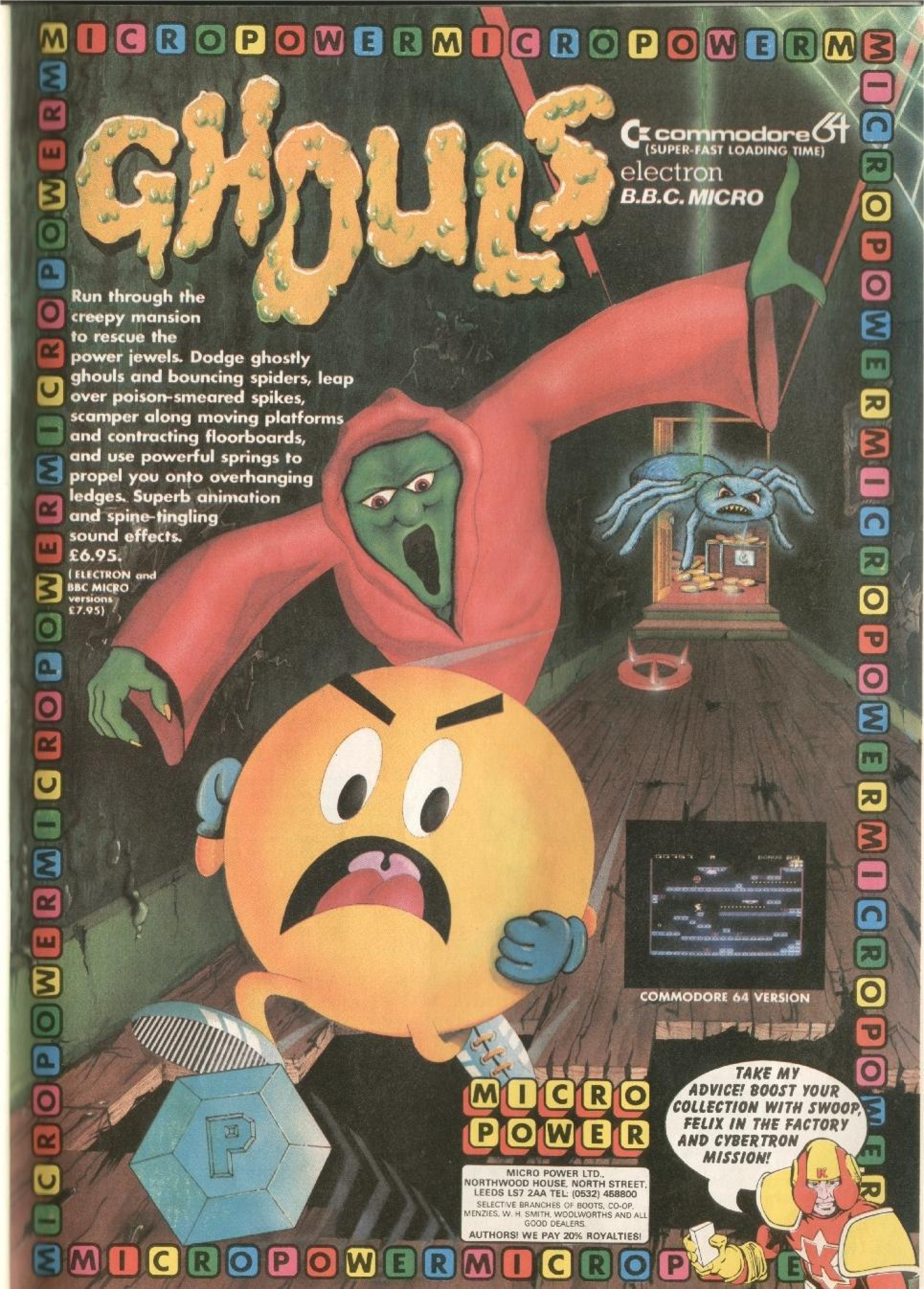
COMMUNE Adley Siddiqi, Balham (100); Ian Coyle, Dundee (90); Bill Murray, Peterlee (80); Ian Burns, Weymouth (80); Stephen Turton, Oundle (80); Andrew Clarke, Witham (80); Roger Keetley, Churchdown (80); P J Pugh, Waterlooville (30); P Browne, Bradford (30); Stefan Lipiec, London (30).

UNION B. Muspratt, Salisbury (100); Pierluigi Cerutti, Hackney (90); Ian Bell, Sheffield (80); David Tucker, Minehead (70); Richard Mazzaferri, Aberdeen (70); Gregor Gilchrist, Ravensthorpe (70); Michael Tsong, Dublin (70); Frank Humphreys, Nr Merrion (70); Paul Hellawell, Leeds (70); Ashton Parker, Brentwood (70).

DON'T MISS THE MA



ADVERTISERS INDEX



MICROPOWERMICROPOWERM
GHOULS
commodore 64
(SUPER-FAST LOADING TIME)
electron
B.B.C. MICRO
Run through the creepy mansion to rescue the power jewels. Dodge ghostly ghouls and bouncing spiders, leap over poison-smeared spikes, scamper along moving platforms and contracting floorboards, and use powerful springs to propel you onto overhanging ledges. Superb animation and spine-tingling sound effects.
£6.95.
(ELECTRON and BBC MICRO versions £7.95)
COMMODORE 64 VERSION
TAKE MY ADVICE! BOOST YOUR COLLECTION WITH SWOOP, FELIX IN THE FACTORY AND CYBERTRON MISSION!
MICRO POWER
MICRO POWER LTD., NORTHWOOD HOUSE, NORTH STREET, LEEDS LS7 2AA TEL: (0532) 458800
SELECTIVE BRANCHES OF BOOTS, CO-OP, MENZIES, W. H. SMITH, WOOLWORTHS AND ALL GOOD DEALERS.
AUTHORS! WE PAY 20% ROYALTIES!

THE Nº1

BORZAK

The Amazing Bug-Eyed Beastie From Betelgeuse

From CHANNEL 8 SOFTWARE

Arcade Action Series

FROM

CHANNEL 8 SOFTWARE

'Oh Borzak ★■?!'
He's just fallen in the bog.

'Oh Borzak ★■?!'
He's just been hit by a piranha.

Borzak the amazing bug eyed beastie from Betelgeuse is our Number One, maybe he will be yours.

Borzak runs, jumps and ducks on the way to his spacecraft, on 48k Spectrum and Commodore 64 with keyboard or joystick control. Price £6.95 including VAT.

'Oh Borzak★■?!' Don't curse too loud if you can't get him back to his ship.

OTHER CHANNEL 8 SOFTWARE TITLES

SHEAR PANIC
THE BLACK SQUID
THE CONSTRUCTOR
I SPY FOR KIDS LANDER
PRIMARY MATHS
MATHS TUTOR TODDLER TUTOR
'GOTCHA' MATHS
ASTRAL ZONE

Mysterious Adventures

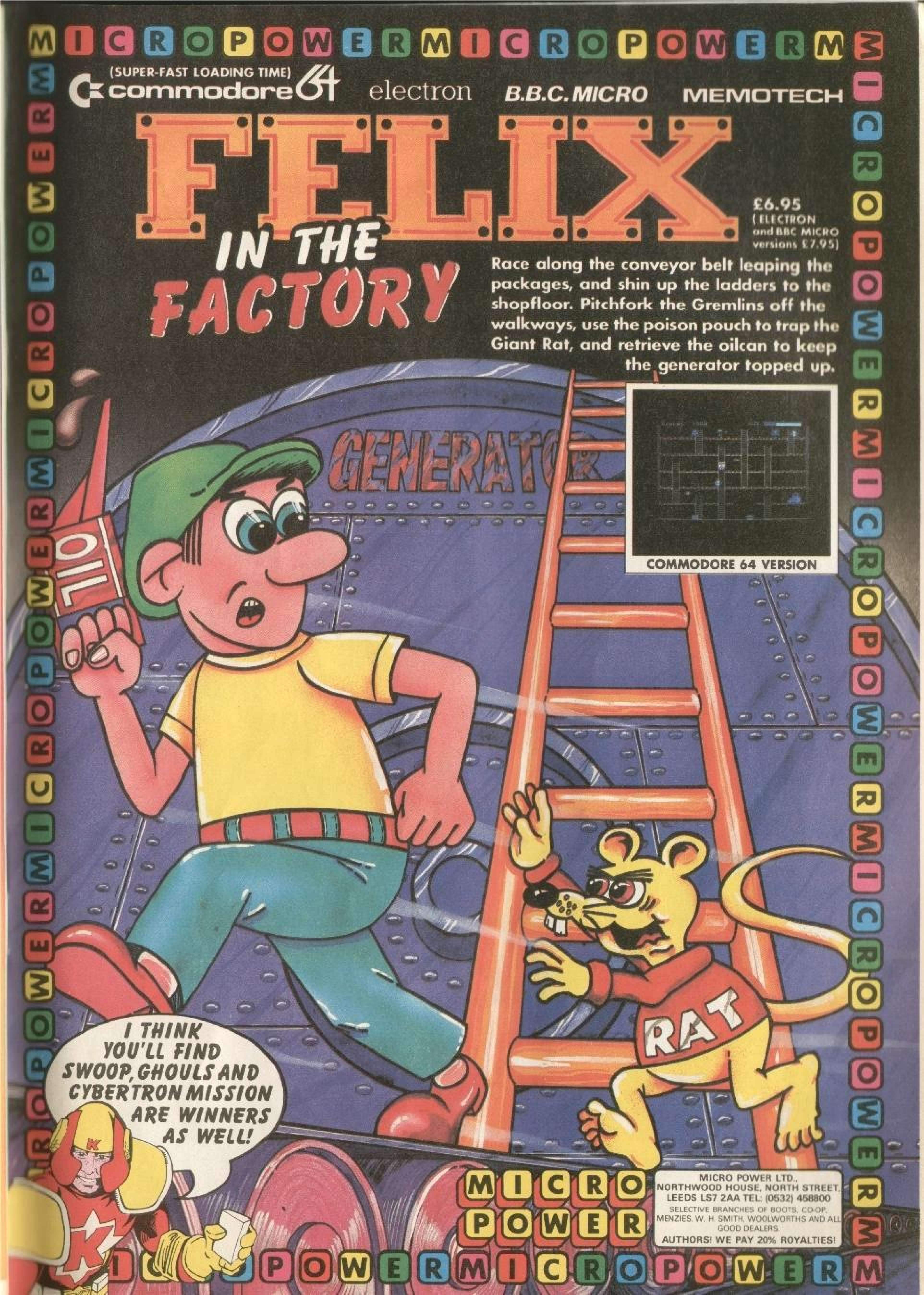
FEASIBILITY EXPERIMENT
TEN LITTLE INDIANS
THE WIZARD AKYRZ
ARROW OF DEATH PT. 1
ESCAPE FROM PULSAR 7
THE GOLDEN BATON
ARROW OF DEATH PT. 2
PERSEUS & ANDROMEDA
THE TIME MACHINE
WAXWORKS CIRCUS

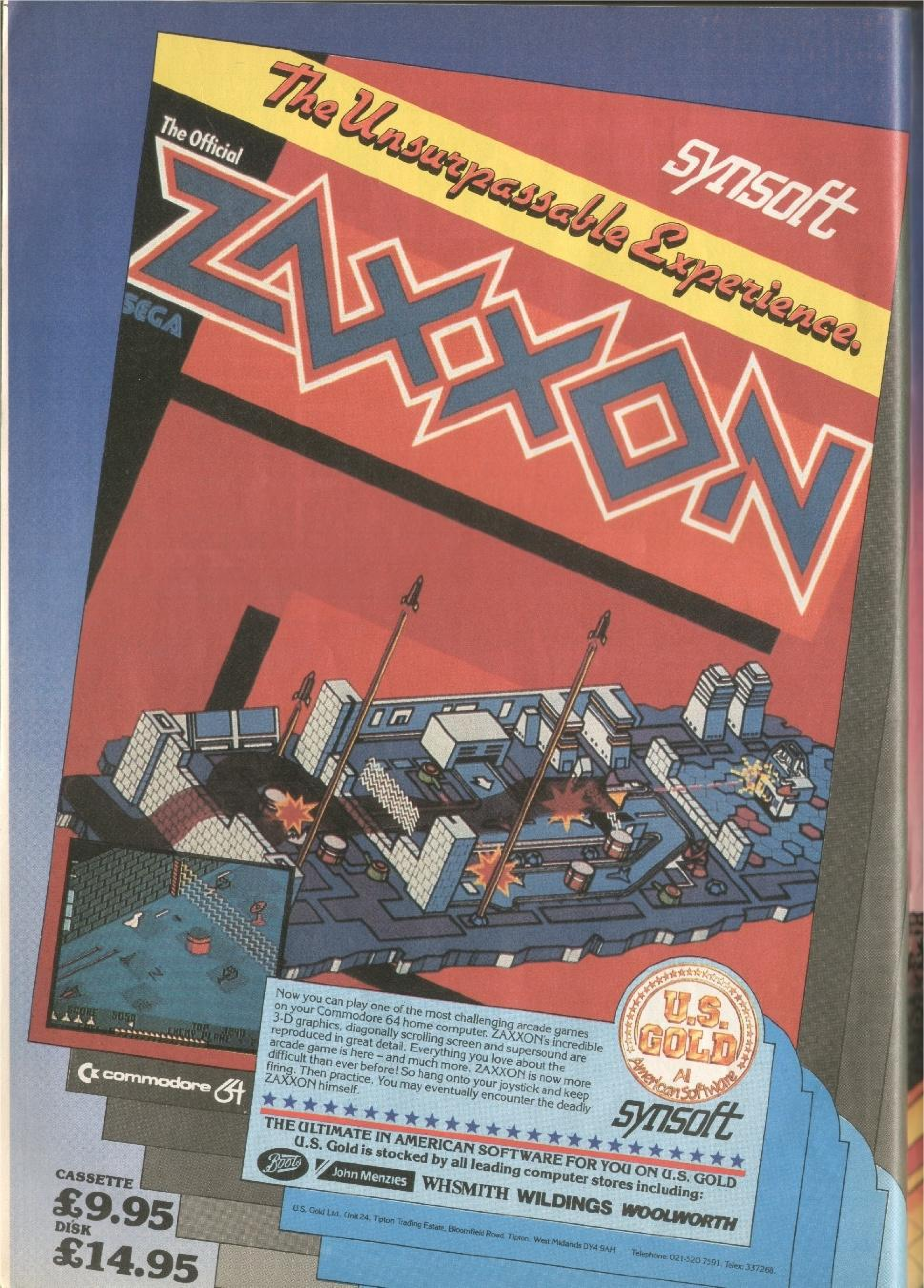
CHANNEL 8 SOFTWARE©

51 Fishergate, Preston,
Lancs PR1 8BH.
Tel: (0772) 53057



Selected titles available from larger branches of Boots, Greens at Debenhams, Lewis's, Spectrum dealers and good computer shops everywhere, (in case of difficulty send P.O. or Cheque direct).


MICROPOWERMICROPOWERM
(SUPER-FAST LOADING TIME)
commodore 64
electron
B.B.C. MICRO
MEMOTECH
FELIX
IN THE
FACTORY
£6.95
(ELECTRON
and BBC MICRO
versions £7.95)
Race along the conveyor belt leaping the packages, and shin up the ladders to the shopfloor. Pitchfork the Gremlins off the walkways, use the poison pouch to trap the Giant Rat, and retrieve the oilcan to keep the generator topped up.
GENERATOR
OIL
COMMODORE 64 VERSION
RAT
I THINK YOU'LL FIND SWOOP, GHOULS AND CYBERTRON MISSION ARE WINNERS AS WELL!
MICRO POWER
MICRO POWER LTD., NORTHWOOD HOUSE, NORTH STREET, LEEDS LS7 2AA TEL: (0532) 458800
SELECTIVE BRANCHES OF BOOTS, CO-OP, MENZIES, W. H. SMITH, WOOLWORTHS AND ALL GOOD DEALERS.
AUTHORS! WE PAY 20% ROYALTIES!

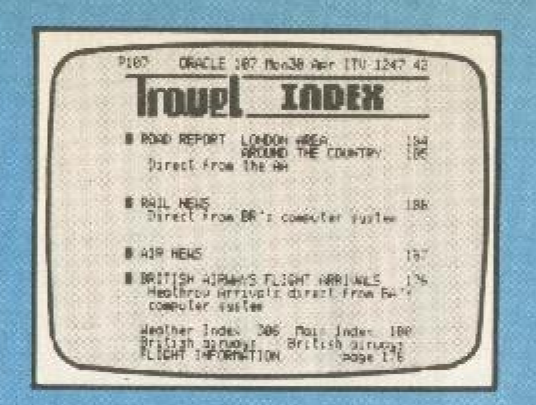


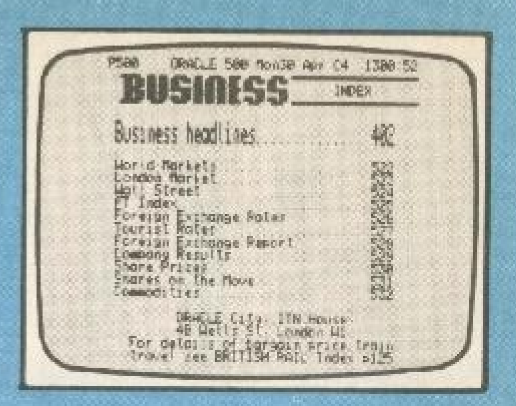
The Unsurpassable Experience.
synsoft
The Official
ZAXXON
SEGA
Now you can play one of the most challenging arcade games on your Commodore 64 home computer. ZAXXON's incredible 3-D graphics, diagonally scrolling screen and supersound are reproduced in great detail. Everything you love about the arcade game is here – and much more. ZAXXON is now more difficult than ever before! So hang onto your joystick and keep firing. Then practice. You may eventually encounter the deadly ZAXXON himself.
U.S. GOLD
All American Software
synsoft
THE ULTIMATE IN AMERICAN SOFTWARE FOR YOU ON U.S. GOLD
U.S. Gold is stocked by all leading computer stores including:
Boots
John Menzies
WHSMITH WILDINGS WOOLWORTH
U.S. Gold Ltd., Unit 24, Tipton Trading Estate, Bloomfield Road, Tipton, West Midlands DY4 9AH
Telephone: 021-520 7591. Telex: 337268.
commodore 64
CASSETTE
£9.95
DISK
£14.95



SWOOP
(SUPER-FAST LOADING TIME)
commodore 64
electron
B.B.C. MICRO
COMMODORE 64 VERSION
Defend the space lanes against wave after wave of relentless, screaming Birdmen. Dodge the missiles raining down from the phalanx above and keep clear of the explosive eggs left by escaping creatures. Features three types of Birdmen, and level selection (except BBC version). £6.95.
(ELECTRON and BBC MICRO versions £7.95)
MICRO POWER
MICRO POWER LTD.,
NORTHWOOD HOUSE, NORTH STREET,
LEEDS LS7 2AA TEL: (0532) 458800
SELECTIVE BRANCHES OF BOOTS, CO-OP, MENZIES, W. H. SMITH, WOOLWORTHS AND ALL GOOD DEALERS.
AUTHORS! WE PAY 20% ROYALTIES!
IF I WERE YOU, I'D ALSO BUY FELIX IN THE FACTORY, CYBERTRON MISSION AND GHOULS!







THE TTX 2000

TELETEXT ADAPTOR FOR THE ZX SPECTRUM



ALLOWS YOUR SPECTRUM ACCESS TO A HUGE RESERVOIR OF UP TO DATE TELETEXT INFORMATION:

THE TELETEXT CHANNELS AND PAGES CAN BE SELECTED AT WILL AND BROWSED THROUGH AT LEISURE. ANY PARTICULARLY INTERESTING PAGES CAN BE HELD ON SCREEN, AND THEN STORED ON A MICRODRIVE FOR LATER RECALL, OR PRINTED OUT BY YOUR PRINTER.

THE TTX 2000 DISPLAYS THE TELETEXT PAGES IN FULL COLOUR AND GRAPHICS ON YOUR STANDARD TELEVISION.







ACCESS CEEFAX AND ORACLE BROADCAST INFORMATION

DESIGNED FOR USE EXCLUSIVELY WITH THE 16K AND 48K MODELS OF SINCLAIR ZX SPECTRUM MICROS. THE TTX 2000 SITS NEATLY UNDER YOUR ZX SPECTRUM THE TTX 2000 PACKAGE COMES COMPLETE. IT CONTAINS:

THE TELETEXT RECEIVER
POWER SUPPLY ADAPTOR
ZX INTERFACE CABLE
+ FULL DETAILED INSTRUCTIONS.

THE ADAPTOR INCLUDES BUILT-IN SOFTWARE TO INSTANTLY RECEIVE TELETEXT.

SIMPLY CONNECT UP
PLUG IN
SWITCH ON
AND TUNE IN

THE TTX 2000 WILL WORK WITH ANY STANDARD BLACK AND WHITE OR COLOUR TELEVISION. JUST CONNECT IT UP TO YOUR TV AERIAL.

AERIAL
ZX SPECTRUM
ZX POWER ADAPTOR
TELEVISION
TTX 2000
PRINTER
TTX 2000
POWER ADAPTOR

DESIGNED AND MANUFACTURED BY



**O. E. LIMITED,
NORTH POINT,
GILWILLY INDUSTRIAL ESTATE,
PENRITH,
CUMBRIA CA11 9BN.
TEL: (0768 66) 748.**

TELEX: 64157.

PRESTEL MAILBOX: 093051909.

THE TTX 2000

ORDER FORM

Please send me a TTX 2000 for £143.75 (incl VAT P&P)*
° I enclose a cheque/PO made payable to O.E. Limited.
° Please debit my Access/Visa account as appropriate.

Access card No: ....

Visa card No: ....

Signature: ....

Name: ....

Address: ....

....

Postcode: .... Tel: ....

*Allow 28 days for delivery. °Delete as necessary.



DEAR READERS,

Now wait a minute, what's the Notice-board doing on this back page? Well, we've decided to move it so that the magazine can start off with a bang in the Buzz section, and end here with a smile or two.

And yes, this means that our decision last month to print all the various entry forms on this page has been dropped. We did that so that people would not have to cut up more than one page of the magazine. But instead we're leaving the forms where they were. If you don't want to cut one out, just copy it.

Elsewhere in this issue, we do hope you enjoy the Tricks 'n Tactics section. Write and tell us what you think of it. We're hoping it'll soon be compulsory reading for games players everywhere.

Here in the office the month's highlights include the near electrocution of the Chamber Master when a cassette power lead blew up, the invention of a new game by Sam called 'Knocking over cups of coffee' – you throw cigarette lighters at them – and the receipt of the REALLY ANGRY letter which we've printed in Byte-Back. Finally, our favourite lunch-break game was Match-Point, in which Ian almost, but not quite, proved that he isn't just a pretty face.

Keep mega-zapping.

Chris Anderson & the PCG team.

Good grief More riddles!?

What do you give a sick computer?
A graphics tablet.
Richard Hutchinson, Mosborough, Sheffield.

What does Mario's doorbell sound like when it rings?
'King Kong'.
Darryll Lee Taylor, Folkestone, Kent.

What did *Lunar Jetman* say after being hurled into the ground?
'I always like to make a good impression'.
Adrian Taylor, Newcastle-under-Lyme, Staffs.

PATIENTS recovering from serious head injuries are playing computer games to speed their recovery. Brian Cummins, the neurosurgeon in charge of an experimental scheme at Bristol's Burden Neurological Institute, believes that thousands of people injured in road and sporting accidents could benefit from such activity.

Patients given two or three hours a day of computer games after being discharged from hospital are showing rapid improvements in hand-eye coordination, concentration, memory and reasoning ability.

The Sunday Times

DID YOU KNOW?

STATIC electricity from nylon knickers worn by staff at Leeds University caused a breakdown in the college computers.

Daily Mirror – from Graham Fulcher, Norfolk

colleague who recently visited the London Transport headquarters was inspired to copy down the wording of this notice which guards a new word processing machine: "Achtung alles lookenpeepers. Das computermachine ist nicht fur gerfingerpoken und mittengrabben. Ist easy schnappen und poppercorken mit spitzensparken. Ist nicht fur gewerken bei das dummkopfen. Das rubbernecken sightseeren keepen hands in das pokets— relaxen und watch das blinkenlights." The Daily Telegraph – from Mark Akeroyd, Sheffield



by Nick Cockburn, Berkhamstead

What did I say to my mother after she dropped my Oric down the stairs and it was in pieces?
Alas, poor Oric, I knew him well.
Ryan Cunningham, Farnborough, Hants.

I wanted to insure my computer against theft, but they said I had to insure against fire and theft.
But who's gonna nick a computer on fire?
S. Chapman, Addington, West Malling.

What is a clock's favourite computer game?
Attic Attock.
Steven Kingstone, Maidenhead, Berks.

YOUR FAVOURITE GAMES

Your entries to our June competition made really interesting study. We asked you to name, in order, your favourite five games for your micro, and the response we had was massive. We put the results through a computer to work out which were the most popular games overall, and for each of the five machines, one game emerged a strong winner. Here are the results with the number of votes received in brackets (5 votes were counted when games were named as 1st choice, 4 for 2nd, etc.) Bear in mind that most of the votes were cast in May and June, so newer games were excluded.

● SPECTRUM
1. **Jet Set Willy** (1550)
2. **Manic Miner** (829)
3. **Atic Atac** (744)
4. **Fighter Pilot** (375)
5. **The Hobbit** (328)
(followed by Chequered Flag, Lunar Jetman, Trashman, Jet Pac, Scuba Dive)

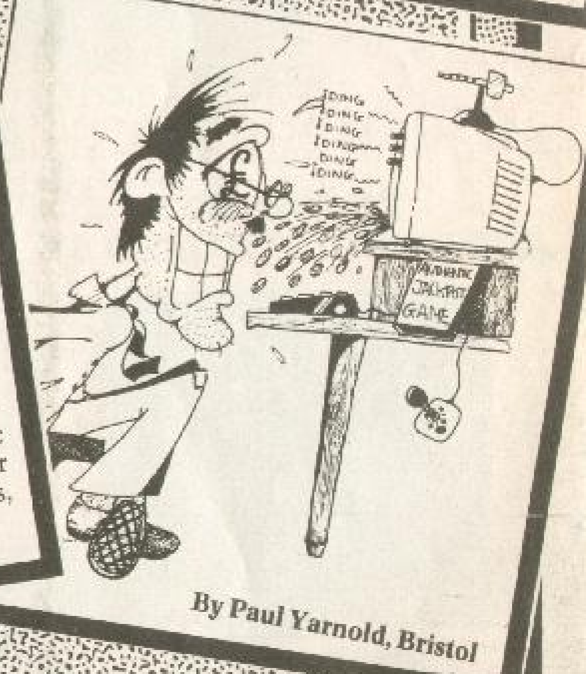
● COMMODORE 64
1. **Revenge of the Mutant Camels** (792)
2. **Forbidden Forest** (407)
3. **Manic Miner** (371)
4. **International Soccer** (324)
5. **Twin Kingdom Valley** (293)
(followed by Hunchback, The Hobbit, Aztec Challenge, Chinese Juggler, Solo Flight)

● BBC
1. **Fortress** (304)
2. **Planetoids** (130)
3. **Chuckie Egg** (125)
4. **Twin Kingdom Valley** (118)
5. **Killer Gorilla** (91)
(followed by The Hobbit, Aviator, Rocket Raid, Hunchback, 747 Flight Simulator)

● VIC 20
1. **Jet-Pac** (427)
2. **Bongo** (134)
3. **Gridrunner** (129)
4= **Chariot Race** (116)
4= **Arcadia** (116)
(followed by Matrix, Sky Hawk, Snooker, The Wizard and the Princess, Metagalactic Llamas)

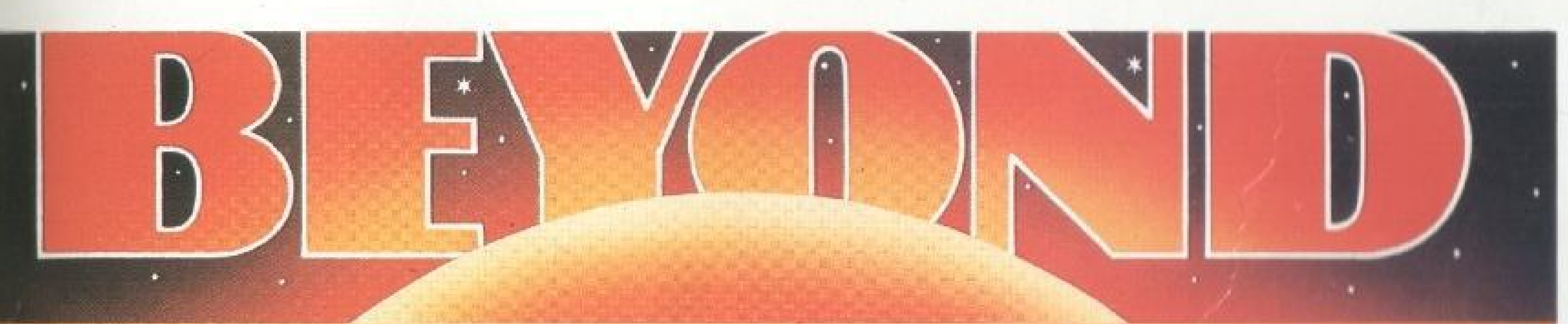
● DRAGON
1. **The King** (180)
2. **Chuckie Egg** (94)
3. **Pedro** (75)
4. **Ugh!** (71)
5. **Cuthbert in the Jungle** (64)
(followed by Kriegspiel, Frogger, 8-Ball, Ring of Darkness, Space Shuttle)

The winner for each machine was the person whose votes came closest to the final order. These lucky individuals are each getting a box of 30 top games for their machine, donated by their local SPECTRUM computer store. The winners are: Mark Williams, Cardiff (Spectrum); B Gunnell, London (CBM 64); Oliver Horn, Welwyn, Herts (Vic 20); Dalabar Singh, Leicester (BBC); Timothy Roberts, Cheltenham (Dragon).



By Paul Yarnold, Bristol

Editor: Chris Anderson *Deputy Editor:* Steve Cooke *Production editor:* Roderick George *Art editor:* Ian Findlay *Staff writers:* *Peter Connor, Bob Wade* *Editorial assistant:* Samantha Hemens *Software consultant:* Tony Takoushi *Cartoons:* Kipper Williams *Screen shots:* Chris Bell *Game-of-the-Month poster:* Jeff Riddle *Art director:* Jim Dansie *Group Publisher:* John Cade *Publisher:* James Scoular *Assistant publishing manager:* Jenny Dunne *Advertisement manager:* Mark Satchell *Assistant advertisement manager:* Jan Martin *Advertisement Assistant:* Susie Cooper *Group advertisement manager:* Peter Goldstein *Advertisement production:* Simon Carter *Sales executives:* Ian Cross, Marion O'Neill. Published by VNU Business Publications, Evelyn House, 62 Oxford Street, London W1A 2HG. 01-323 3211. Typesetting by Spectrum Typesetting, London N1. Origination by Fourmost Colour, London EC1. Printed and bound by Chase Web Offset, Cornwall.



CHALLENGING SOFTWARE



NEW

PSYTRON

Matter Disruptor complex report terminated: Estimate 75 personnel unaccounted for: Repair and medi-crews alerted: Defence circuits detect responsible alien craft now locked onto new target: Saboteur sighted in central corridor Sector 7: Pursuit Droid activated: Switching to visual:::

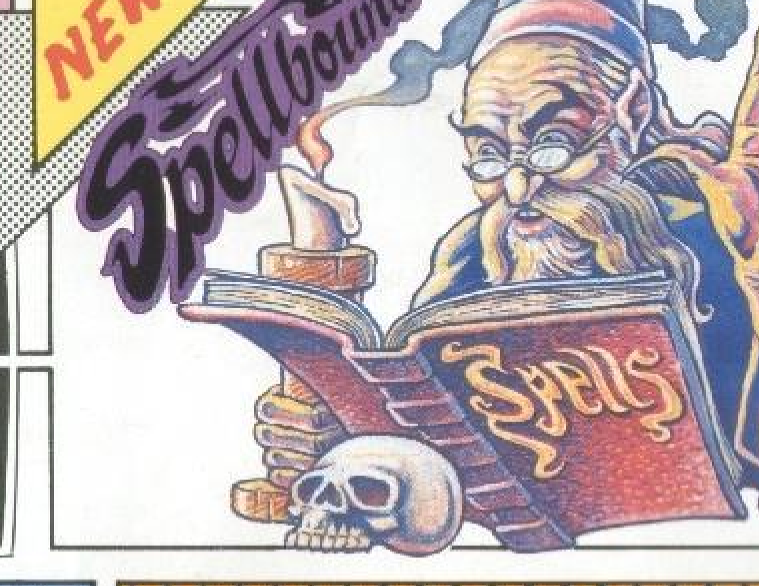
Spectrum

From the Necromancer's Cauldron..

...Were conjured the ghouls, ghosts and outraged spirits of centuries of sacrifices to the occult. Hurled forth from who-knew-whence to thwart your escape down the perilous fortress steps. An ill-timed move will plunge you into his waiting spider's tangled web. 12 levels of haunting action.



Spectrum



NEW

The War of the Solstice will commence!

the LORDS of MIDNIGHT

Gather those you can to your banner. The World's first Epic game. Not an adventure but a living fantasy novel. And you are the author of the action.

Spectrum

SEE COUPON ON PAGE 102